

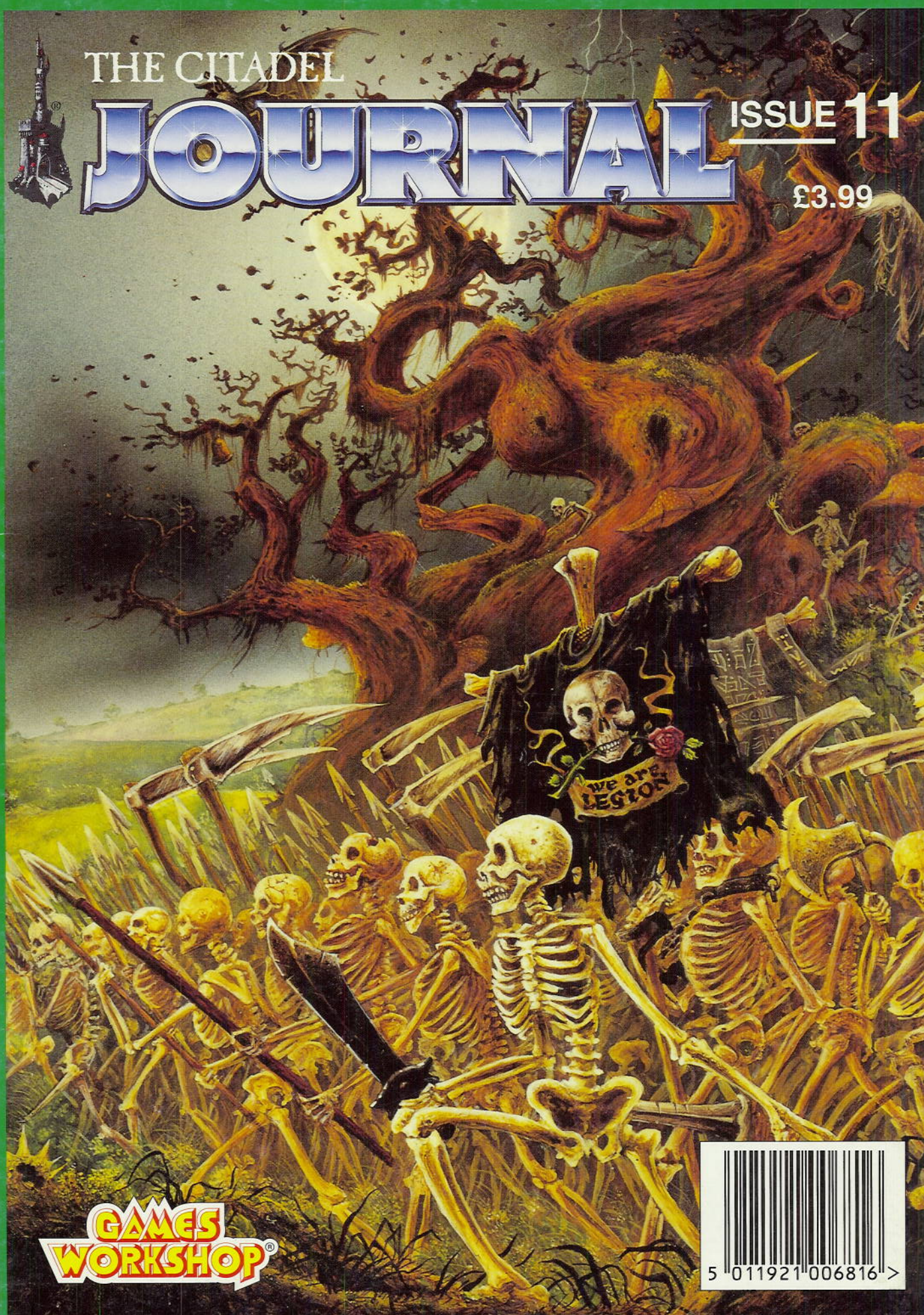


THE CITADEL

JOURNAL

ISSUE 11

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CHIMERRO

With an awesome array of weapons, this Chimera variant is the perfect support vehicle for any Imperial Guard army.

A multi-laser, Storm bolter, Heavy bolter and a battery of lasguns for anti infantry work, coupled with the lethal Hunter Killer missile system to annihilate any enemy Tanks, vehicles or fortifications that might get in your way.

CHIMERAX

This Chimera variant must be destined to become one of the most feared vehicles in the 40K universe, with quad autocannon and a bit of luck it can quite literally wipe out entire infantry squads with a single volley. Any light vehicles the enemy may have become simple cannon fodder and even battle tanks will eventually give way to the continuous hail of fire.



CHIMEDON

The Chimedon is equipped with a massive battle cannon, with this mighty weapon it can rain high explosive death on your foes, obliterating tanks and infantry alike. The battle canon can even be used to fire a pre-game barrage at your opponent, annihilating your opponents most dangerous tanks, infantry and characters before the battle has even started.

The Heretic Asylum



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CORRESPONDENCE

We love reading your comments and ideas about The Journal, Games Workshop games and any other strange and wacky things you come up with! All letters except subscriptions and Mail Order should be addressed to: The Journal Bunker, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL. Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

JOURNAL

EDITORIAL



Mark Gibbons

'But I wanted the Citadel Journal' Heinrich getting rather upset when he was given a copy of "Bambi" for Xmas.

NEXT ISSUE

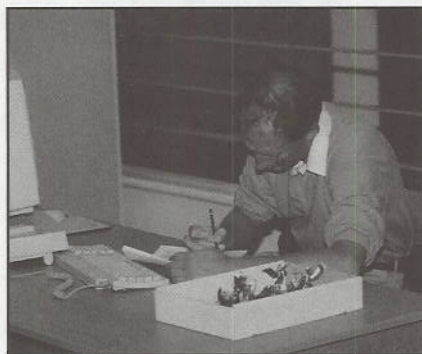
We have Xmas puddings that go bang in the night, Nurgle makes a star appearance to welcome in the new year for both Warhammer and 40K but meets some resistance from both the Orks and an Imperial Penal Legion. Meanwhile on the Blood Bowl pitch the referees are making a star comeback. All this and much more in the next thrilling installment of the Citadel Journal.

Welcome to the Citadel Journal issue 11, Yet again we are being given the chance to inflict some of the most hideous creations that gaming kind can think up upon you. Our new layout seems to have gone down well so now we can concentrate on the spilling mistakes (NO! I hear you cry).

In the Liber Journalis this issue we bring you part two of Jervis Johnson's new vehicle rules, and all those sneaky advanced rules for our "Mega Wars" campaign system. All you mad 40K gamers can gorge yourselves with the wonderfully deadly assault Chimeras and Epic players have a smattering of new troops and some new characters to lead the masses forward to the attack. Among the Blood Bowl community rumours abound of players, refs and even members of the crowd being chewed by ferocious Squigs, while elsewhere in the Warhammer world the forces of the Empire have discovered a rather peckish Vampire lord and have sent in the renowned Hellfire family to dispatch the beast - let's hope they can manage it by the 31st of October or we may be next!

This issue's Liber Illuminati features the work of Robin Johnston and some more sterling work from our adeptus illuminati preacher John Wigley, however we still need more of your work. So if any of you have any skill at all in drawing, painting or summoning Greater Daemons then don't delay, send us an example today.

We still seem to be getting huge quantities of Elastic tape measure awards being sent to us, it really is about time that you lot learnt to deal with the deviants yourselves. Burn them at a stake or something.



As you can see Nigel Stillman's cameleoline has worn off and he is now hard at work finishing off the Wood Elf army book. Everyone here at the Bunker has fought many battles against the woodland folk and they will definitely be something to look out for.

Work is also progressing on Codex: Angels of Death (Blood Angels and Dark Angels) and Codex: Imperial Guard which is rumoured to include yet more new Imperial tanks, keep your eyes on White Dwarf for more information on these hot tomes as and when they surface. See you next issue.

James Funnell.



GIBBERINGS

We thought we would have a slight change on the Gibberings page this month. Below are a selection of letters from people who have sent in queries and ideas for the new vehicle rules (part one of which was in Journal 10). The actual letters we received were extensive so Jervis Johnson has picked out the best parts and its these that you see below.

J. Michael Tisdal writes,

My arch-opponent and I play-tested the new vehicle rules yesterday. The battle was quite bloody - vehicle casualties were much higher than we encounter using the 2nd edition vehicle rules..

In retrospect, both of us felt that the new rules made the infantry weapons (especially the lascannons) too deadly. One shot kills on vehicles without ablative armour are rare in the 2nd edition but they were the norm with these rules. The attempt to make a single rules system for both infantry and vehicles is admirable, but vehicles should have better survivability.

The catastrophic damage rule is fun - it was that that killed our Land Raider. However, out of 8 vehicles used in our games, there was only one chance to roll this. In all other cases the kill was immediate.

One improvement we would suggest is to make all armour ablative. Such that each vehicle would have so many "armour points". Each shot would remove a number of armour points equal to its wounding capability. Once the armour points had been removed, subsequent damage would affect the targeted area.

Example: A Space Marine fires a lascannon at a Eldar Dreadnought. He successfully hits the Dreadnought and makes the toughness roll. The Dreadnought has 22 points of armour on its head and the Space Marine rolls 2D6 for damage. He rolls a 10, reducing the Dreadnoughts armour to 12 points. Next shot the Space Marine might penetrate the armour.

Mrs Humphries from Poole suggests,

My son and his friends don't like the changes you have made to the vehicle rules (they have lots of tanks and heavy weapons anyway), I do (I field bikes, jet bikes, buggy's etc)!

Mrs Humphries and Co. go on to suggest.

1 (From my son) Wouldn't it be better for heavy tanks (Land Raiders, Leman Russ etc) to have a 3D6 save? Representing the extra toughness of their armour over bikes, dreadnoughts, walkers and A.P.C's.

2 Allow specific areas to be targeted only from short range as already happens for targeting support weapons.

3 Hand to hand fighters equipped with melta-bombs etc roll 2 Ka-boom dice and get to pick the best one (like Blood Bowl)?

4 Fighters with a strength greater than or equal to 6 roll an extra Ka-boom dice?

Mrs Humphries also asks "Am I the only mum who joins in these wargames?" So, if you are a Wargaming mum drop us a line cos we would love to hear from you!

Jervis Replies....

We've had a few letters commenting on the new vehicle rules now, though it's still early days yet (as I write this the last Journal has only been available for 10 days or so). On the whole the consensus appears to be that vehicles are more vulnerable under the alternative rules than they are under the old ones. This wasn't really the intention so I haven't got the balance quite right yet. Obviously quite a lot can be done simply by twiddling the toughness and wounds that a vehicle has, and I also like the idea suggested by Mrs Humphries' son of heavy vehicles (i.e. Leman Russ, Land Raiders and possibly Space Marine Dreadnoughts) getting a 3D6 armour save. All Mrs Humphries' other suggestions are well worth trying out as well.

Games at the studio have also shown that vehicles with exposed crew can be very vulnerable to small arms fire. Because of this I'd recommend that you allow exposed vehicle crew the benefit of soft cover. In effect this means that there is a -2 to hit modifier against exposed crew (-1 for soft cover, -1 for a small target), and only a -1 to hit modifier against any other type of vulnerable location.

And now for something completely different!

Recently we have also been sent in a whole stack of house rules from a Mr Ovchinnikov. Sadly we do not have Mr Ovchinnikov's address, so could you please get in contact! A number of these rules are really quite good and we've included the best right here. Have a read and if you like them, give them a try!

1 Flying models can only fly 24", not 'off the board' and such models can't fly in woods (this restricts players from moving characters around too quickly)

2 When shooting or attacking a war machines crew roll a D6 for any hits, on the roll of a 1-2 the war machine is hit instead! (this represents the crew using the machine for cover)

3 A unit with a musician may also add +1 to LD tests taken for fear or terror.

4 Wizards that are in close combat may not use ranged spells.

5 Wizards may only cast spells at the end of their own side's turn, other wizards may still use dispel, Drain Magic and the other special cards but may not cast spells.

6 Spells may not be used to target characters who are in units of five or more models, however a wizard that can be seen can always be targeted by spells.

7 Players may choose to buy magic items that are specifically for their race as normal, other magic items may also be bought but you must roll a 5+ on a D6 first. Wizards must roll a 3+ on a D6 to buy wizard only magical items.

If you have any house rules that you think improve your games, send us a copy and the best suggestions will get a slice of our prized Gibberings letters page.

MEGA WARS

EPIC AND 40K CAMPAIGN SYSTEM

By the Journal Team

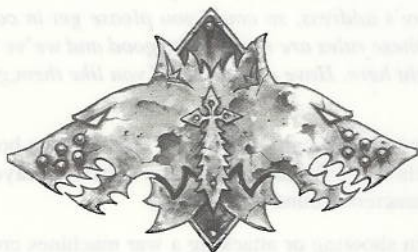
This is the second part of the Mega Wars campaign system which we began in the last issue of the Citadel Journal, which by all accounts everyone enjoyed. In the first article we covered the basic rules such as choosing armies, deployment, the turn sequence and rules themselves. In this article we intend to cover advanced parts of the game such as fortifications, missions, experience, multi player campaigns and a whole host of campaign scenarios for you to play.

At the end of this article are a few points which we feel needed clarifying. There are also a few hints and tips on how to plan your strategies and your cunning plans. Again this article is jam packed with new ideas and wild creations so without further gibberish, on with the madness.

BARRAGES

Some weapons are powerful enough to fire over long distances at targets which are not visible and too far away for conventional weaponry to hit. This is called a barrage and can damage your enemy without your army engaging them directly in combat. Vehicles such as Basilisks make ideal barrage weapons for firing at armies a long distance off.

To fire a barrage an army must be given the new Hold and Barrage order below:



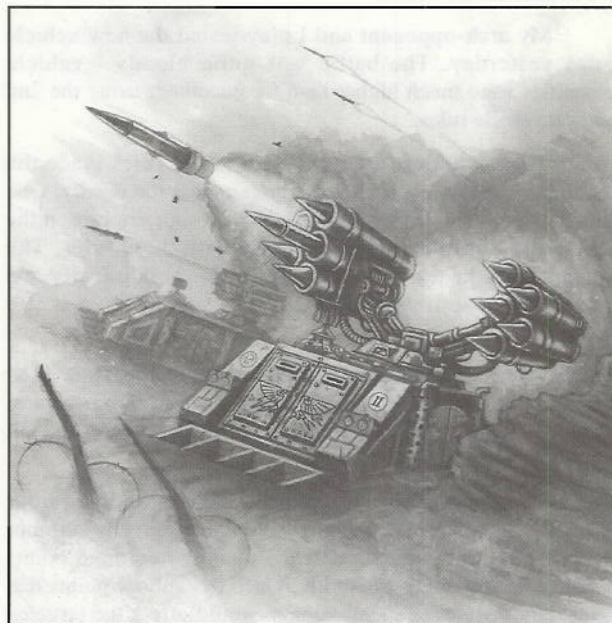
HOLD AND BARRAGE: The army hold their position and fire a barrage at an enemy army within range. Give the grid reference of the barrages target. The army is not prepared for battle and will be surprised if attacked this turn.

Armies which are on Hold and Barrage orders may fire a barrage at a grid reference within range during the Battle Phase. There are two types of Barrages. The standard barrage and the Deathstrike barrage missile. Follow the rules below for each army on hold and barrage orders.

*A soldiers faith must always be
in his commander.*

*But a commander has nobody to put his
faith in but the Emperor.*

Famous litany



Des Hanley

"Incoming!"

Weapons which have any number of barrage points and a range of over 99 cm in Epic can fire a Barrage up to 2 squares away from their present grid reference. There are a huge variety of these weapons and all of them may fire when on Hold and Barrage orders. Roll for each such weapon in the army individually to see whether it has hit, see the Barrage Table below to see whether you have hit or not. These represent the shots actually landing upon the army and you will still have to roll for barrage points (see below). If there is more than one army pin in the target square then roll randomly to discover which one is hit. It is possible to hit friendly armies in a square which is attacked by a barrage.

BARRAGE TABLE

1-3	Your barrage has missed.
4-6	One randomly determined unit is hit by the barrage.

Damage

When you have determined the hits scored upon the army roll randomly for the army's units and vehicles to discover what the barrage has hit. Imagine the barrage template has struck 3 troop stands or a single vehicle or a single super heavy or a single Titan. Next you need to roll to cause damage to the targets using the barrage points system. Use the normal Epic rules to determine the damage caused. Damage will be repaired automatically in the End Phase so only destroyed targets and casualties need be written down. The casualties are all retrieved so just make the roll to see whether troop stands survive or not.

Deathstrike Barrage Missile

A Deathstrike Barrage Missile is a long range cruise missile which is guided by a computer to its target. Deathstrikes are too valuable a weapon to throw away on a desperate hope that it will hit something. So a Deathstrike may only fire at an army which has been scouted out by one of your scouting forces. A Deathstrike may be fired at up to a 4 square range. You may choose which target in the army to hit (Titans, buildings or whatever). Select your target and roll a D6 and then consult the chart below. Apply damage as normal Epic rules dictate, you may use any type of missile you want.

DEATHSTRIKE BARRAGE MISSILE TABLE

1-2	Your missile is faulty and misses the target.
3-6	Your missile is guided perfectly and hits the target.

STRATEGY CARDS

Each 40K army with a commander takes one Strategy Card at the beginning of the campaign. If the commander is killed then the army loses the card. When using strategy cards take the card and write it down on the army list, then put the card back in the pack. Different armies can end up with the same card but it may not appear more than 3 times in the whole campaign army. When choosing new strategy cards remove any that an army has already so that they cannot have the same card twice.

When you split an army into smaller divisions you may end up with a commander that was originally in an Epic army being

in a 40K army. If this happens then take a random Strategy Card for him and write it down. If there are two commanders in the same army then only one may be overall commander and only his strategy cards may be used. If this commander is killed the other may take over but he cannot use his strategy cards in the same battle as his superior officer was killed in.

Tyranids and Strategy

Tyranids do not use strategy cards but use the Events tables in Codex: Tyranids. With any "They're all around us" and "Low on Fuel" results which come up then check the campaign map. If there are any Tyranid army pins between the battle and the non-Tyranid player's side of the board then the result stands, but if not then ignore the result.

FORTIFICATIONS

During a campaign one of the most exciting things is when an army lays siege to a town or city which has fortifications such as huge walls and defence towers. One of the biggest defending advantages is fortifications. Huge forts, castles and protected towns mean big problems for attacking players.



Use the "Storm the Breach" rules by Gavin Thorpe in Citadel Journal 2. All of the points values are in Epic and come out of the points allowance that the rest of the army comes from.

FORTIFICATIONS LIST

Wall Section	Free (see below)
Standard Building	Free
Factory	Free
Power Station	Free
Temple	Free
Bridges	Free
Watch Tower	50 Pts
Emplacement	150 Pts
Razorwire	150 Pts
Bunker	150 Pts
Stronghold	150 Pts

Fortifications in games

All games which involve fortifications will be fought in Epic because WH40K cannot fully encompass the scale of the massive walls and buildings which protect a town or city. An army in a town which is surrounded by walls (See Below) will not flee even if they are outnumbered. They may of course withdraw as usual. When the army ratings are compared add a point to the defender's army rating for every 100 points or part thereof, spent on that wall or side of the town. This is because the attacker may flee from the battle due to being outnumbered.

Marking Fortifications on the map

It is important that fortifications are written down correctly to ensure accuracy. The following rules should be followed to make certain this is so.



MEGA WARS

Town Walls

Town walls are huge slabs of Adamantium and concrete which offer lots of protection for defending troops. Roll randomly to discover which towns have walls. Roll a dice for each town on your map and on a roll of 4 or more the town will have walls to protect it. List which towns have walls or mark them on the map. Each side of the town walls will have gates in them, gates are the weakest part of the walls and need heavy protection.

Watch Towers may be positioned in the corners of town walls so that they cover two walls at once. If you choose this option write this down as well. If a battle is fought over a town with watch Towers at the corners they must be positioned as such on the table.

Other defences

For each town mark down which defences are on which side of the town. They will either be the North, East, South or West facing sides. This will become important when enemy forces attack the towns. Any armies may start inside a town and will be hidden which means they are not placed on the map. Note down any armies hidden inside the towns with their defences. The defenders can react to any attack on whichever side of the town is attacked. Any armies hidden in towns will be revealed if there is a random event which will effect them, if they move out of the town or if they attack someone, with a barrage for example.

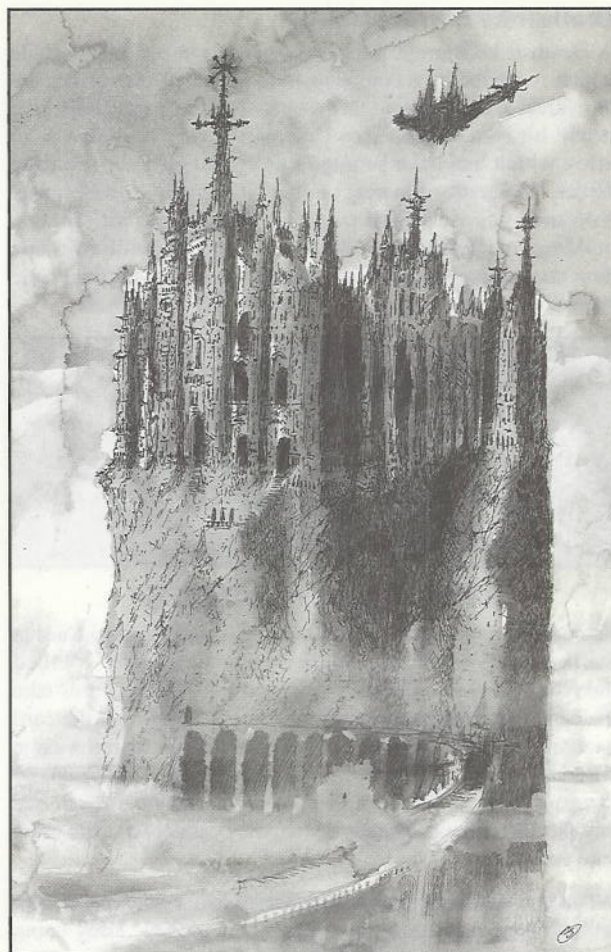
Assaulting towns

Assaulting towns is great fun and can really enhance your battles. When armies assault towns then whichever direction the army came from on the map is the direction they assault the town from. If they come from a diagonal then the attacker can choose which side of the town is attacked. This must be written in the armies orders. For Example: Battle Ready to 13 / 26, assault the West wall.

Scouting towns is essential before a major assault can be attempted. Firstly when Scouts move into the town's square the defending player will declare if there is an army protecting the town. If there is no army in the square then the scouts simply take over the town, it is assumed to be abandoned as the people in the town leave for safer places. If there is an army there to Scout then make a scouting roll but the Scouts will be surprised. If the result is a 4+ then the scouts discover all of the defences on the side of the town they are coming from. If the scouts survive then the scouts move to a safe position by moving 1 square back on the map. Again the side of the town being scouted must be written in the scouting orders. For example: Scouting to 11 38, scout the North wall.

Multiple assaults on towns

Sometimes a town may be assaulted by two or more armies from different directions. In this case the defenders may choose which side to defend and may split the force as required. The best way to work out such a battle is to get a huge playing area, lay the town out in the middle and, if you have the miniatures, fight the battle. Other ways that you could play such a massive game would be to have two separate tables or fight the games separately. The choice is yours my fellow gamers. With any of these possibilities the defenders will be hard stretched if attacked from several different directions. You will need to use a lot of common sense with complicated games such as this and lots of miniatures may be a help too!!



John Blanche

The City

The Main city always has walls. A city is 3 squares by 3 squares in size. There are four gates in the city which will be in the middle square of each wall. All of the defences must be written down in terms of which square they are in and which direction they face in. Armies may deploy hidden inside the city. They can move around the city freely because it is assumed that there are turbocars and monorails and various other transports. Armies deployed in the city must have the square they are in written down. If they move around the city then write down the order and move them to a new square. Do not tell your opponent about this move, just write it down.

Assaulting the City

When armies assault the city they will be attacking the section of the city adjacent to the square they are in. If this is a corner square then they can choose which side of the wall to attack. Fight a battle against the defences at this square. Whether there are weapons, towers or armies, or not, they will still have to attack the walls.

When the city is attacked the defender will raise the alarm. This means that defending forces may leave their posts if they are not also being attacked and rush to help the beleaguered defenders. Only one other army in an adjacent square may act as reinforcements. They will take D3 turns before arriving to help their comrades. You must decide whether to raise the alarm and send for reinforcements after the enemy attacked but before army ratings are revealed for outnumbering purposes.

EXPERIENCE

The benefit of experience is essential during a campaign. It allows your troops to progress through their careers and become better troops. After each battle you will need to keep a record of how many victory points you have scored. These are converted into Experience Points (EP's) and may be used by the army that scored them. EP's may be spent on any models which survived the battle. If the whole army is destroyed then the EP's are lost. Characters may not have any EP's spent on them, except by taking strategy cards. Any 40K army may buy extra strategy cards at 10 EP's each. Tiranids may buy rerolls for their special event tables at 10 EP's each.



How you can spend your EP's will depend greatly upon which army you have. Look at the table on the following page for your army to find the benefits experience will bring to you. The cost in EP's is beside each ability. Keep a record of how many EP's each army has earned and spent because it is also used to check whether you outnumber your opponent or not (See Reputation below). The table below shows the Imperial Guard veteran abilities for use in Epic games. The costs are clearly indicated on the table itself.

IMPERIAL GUARD VETERAN ABILITIES IN EPIC

Cost is per detachment

Crazed 25 EP's (50 EP's for Ratlings)

Needs 75% casualties to break.

Dead Eye shots 25 EP's

Reroll one attack dice if you miss

Freedom Fighters 5 EP's (Ogryns may not be Freedom Fighters)

Can set traps in woods or buildings, place a counter down. Any enemy who moves inside the wood or building sets the traps off and takes a hit with no save modifier.

Grizzled 15 EP's (30 EP's for Ratlings)

Roll two dice for break tests, use the best one.

Guerrillas 10 EP's (Ogryns may not be Guerrillas)

May Charge and still shoot with a -1 to hit.

Hardened Fighters 10 EP's

Reroll one dice in close combat.

Slick Crew 20 EP's (Must be a heavy detachment to be slick crew)

If you hit with an attack you may fire again once.

Stealthy 10 EP's (Ogryns, Rough Riders may not be stealthy)

Stealthy troops count +1 CAF in difficult terrain.

Street Fighters 20 EP's (Rough Riders may not be street fighters)

An extra -1 to hit if in cover.

Tank Hunters 10 EP's

May reroll CAF dice in close combat with tanks.

Reputation

A reputation is earned through winning famous battles and becoming feared throughout the ranks of the enemy armies. An army's reputation can precede it and make the enemy decide not to face such a tough opponent.

In a Mega Wars campaign to represent an army's reputation we use the Experience Points that the army have accumulated. There is no need to add anything extra onto your army rating, instead when checking the Outnumbering chart add on each army's total number of experience points divided by 10.

MULTI PLAYER CAMPAIGNS

A multi player campaign with several different armies involved can be a tricky game to play. But if players work through the problems that occur with common sense and follow the simple guidelines below you will find that multi player campaigns are brilliant fun.

The turn sequence progresses in exactly the same way as it does in a two player campaign. When rolling for initiative all three players roll dice, so it is more likely that there will be a random event. If a random event does occur then whichever player did not throw a double counts as winning the initiative. The players who threw doubles need to reroll until their initiative order has been determined. Once this has been achieved then it is on to the movement phase in which the players take it in turn to move an army. During the battle phase the player who won the initiative chooses to fight a battle and then the second player chooses to fight a battle and so on. So as you can see the turn progress' in very much the same way as it does in a two player campaign.

Encounters with three different armies

The first thing that must be checked is the encounter table. The first two army pins will have their encounter resolved first. If this is a scouting or fleeing result then resolve this normally. If the result is to fight a battle then any further armies will join the battle. If the third army which moves into the square is on scouting orders then they will scout both armies. There will be a -2 modifier if both armies cause surprise upon the scouts.



If there is going to be a three way battle then you will need to work out army ratings. Compare each to each other. If they are all FB (fight battle results), then the battle will go ahead as the rules below indicate. If any of them are OUT results it means they are outnumbered and will flee. If this leaves two armies in the square then fight the battle normally. If there is one army left in the square then there is no battle to fight in the battle phase.

Fighting three way battles

The order that the armies arrived in the square, is the order that they are set up in. You will need to remember which

EXPERIENCE LIST

IMPERIAL GUARD

WH40K

Veteran Abilities:

May buy veteran abilities at cost of points in EP's (see White Dwarf 184 for details).

EPIC

Veteran Abilities:

Bought for each infantry detachment (see previous page for details).

SPACE MARINES

WH40K

Veteran Sergeants

Gain stats of veteran Sergeant

5 EP's per model

Veteran Space Marines

Gain veteran Space Marine stats

15 EP's per squad of five

EPIC

Veteran Space Marines

Gain veteran Space Marine stats

15 EP's per stand

May not be bought for veteran companies.

ORKS AND GRETCHIN

WH40K

Goff Boys to Skarboyz

Gain stats of Skarboyz

1 EP per model

Boyz to Nobz

Gain stats of Nobz

3 EP's per model

Gretchin to Super Runts

Gain stats of Super Gretchin

1 EP per model

Snotling to Super Runts

Gain stats of Super Snotling

2 EP's per Snotling stand

EPIC

Boyz to Nobz

Gain stats of Nobz

15 EP's per stand

CHAOS

WH40K

Chaos Space Marine Veterans

Gain Veteran Space Marine Stats

3 EP's per model

Cultist skills

May gain skills exactly like the Imperial Guard

See above

EPIC

Chaos Space Marine Veterans

Gain Veteran Space Marine Stats

15 EP's per stand

Cultist Skills

May gain skills exactly like the Imperial Guard

See above

SQUATS

WH40K

Hearthguards

Squats warrior may become Hearthguard

5 EP's per model

EPIC

Hearthguards

Squats warrior may become Hearthguard

25 EP's per stand

TYRANIDS AND GENESTEALERS

WH40K

Biomorphs:

May buy Biomorphs at Points cost in experience points (see Codex Tyranids).

EPIC

Hive Mind Cards

Gain additional Hive Mind card each turn of battle

25 EP's

ELDAR

WH40K

Exarch Powers:

Aspect Warriors may buy Exarch powers at the EP cost the same as the points values printed in Codex Eldar.

Warrior Path:

A Guardian may enter the warrior path. To do this he must return to the HQ base and must then pay the appropriate EP's according to the difference in points between 11 points for a Guardian and the points cost of the Aspect you choose.

Exarchs:

An Aspect Warrior may become so possessed by the warrior path he becomes an Exarch. The aspect warrior must be at his HQ base and must pay the difference in EP's between the Aspect warrior points cost and the Exarch (don't forget to add the wargear on).

EPIC

Warrior Path:

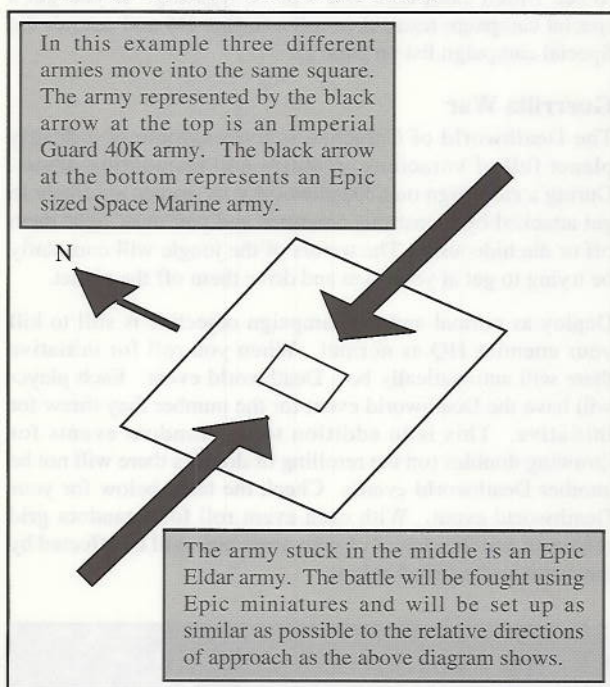
A Guardian may enter the warrior path. To do this he must return to the HQ base and must then pay the appropriate EP's according to the difference between 25 points for a Guardian and the points cost of a single stand of Aspects of your choice.

Exarchs:

An aspect warriors may become so possessed by the warrior path that he become an Exarch. The aspect warrior must be at his HQ base and must pay the difference in EP's between the single stand of Aspects and 100 points for single Exarchs.

order the armies arrived in and which direction they came into the square from. The first player sets up first choosing table edge. The second player to arrive then sets his army up but must be in a relevant position to where he came on relative to player 1, ie: If they arrived directly opposite player 1 set them up opposite them. If they came on to the left or right of player 1 then set them up there as the rules below indicate. Finally the last player is set up in a relevant position to where he came on.

Deployment zones should be assumed to be half the width of the battlefield. If your table is 4' across then deployment zones will be 24" long and 12" in for 40K. Or 80 cm long and 21 cm in for Epic battles. This means that deployment zones in three way battles are drastically reduced.



If one of the armies comes on behind another army then move the first army that was along this side to the opposite side of the table provided there is no other army there. If there is an army opposite then the army that has the other army behind it sets up in the middle of the table and is going to get sandwiched. Set up the army in the middle in the usual order of deployment using a 6" or 10 cm deep area in the middle of the table as the deployment zone, the sides of which are the usual length.

Make a strategy or initiative roll to see who moves first, but only add surprise modifiers to the army which moves on behind the other army. Reserves may be used as normal except for the army in the middle which must set them up when they deploy. Any models which cannot be represented on the table by the army in the middle are destroyed by the enemy.

MISSIONS

Missions are small side objectives to the main campaign objective which can gain an army more victory points. They also serve a useful purpose in the campaign by giving players something extra to aim for. At the beginning of the campaign roll 2D6 for each army and check the missions table (Right) to discover which mission the army must undertake. The table

tells you when the mission is over and the army must get a new one. This roll is made during the End phase after the completion of the old mission. Any armies which are split off from an army on a mission can choose to remain on the same mission or roll for a new one, as the player chooses.

MISSION TABLE

2D6 Mission

- 2 **TERMINATION:** The first army that you come up against must be totally terminated. Once they are terminated by this army they gain 50 VP's. Do not roll for a new mission until the first army encountered has been destroyed.
- 3 **TAKE AND HOLD:** The army must take and hold one randomly selected town and occupy it for 1 day to fulfil their purpose. Gain 50 VP's for succeeding. Gain new mission once fulfilled.
- 4 **ASSASSINATE:** The first enemy commander you engage in battle must be killed. Pursue him until he is dead. Gain 40 VP's if you do. You will not get a new mission until the commander is dead.
- 5 **INFILTRATION:** The army must advance as far as possible without encountering any enemy troops. The army earns 5 VP's per turn before any encounter. After their first encounter they will receive a new mission.
- 6-8 **MISSION FREE:** The army is required to get on with the campaign objective and has no mission for the next 2 days.
- 9 **ENGAGE AND DESTROY:** The army must engage the enemy as soon as possible. Start at 20 VP's and deduct -2 VP's each turn until they fight in a battle. They gain however many VP's this total stands at when they fight an enemy in battle. If the total reaches 0 then they will get a new mission having failed in this one. Otherwise they receive a new mission after completing their first battle.
- 10 **SURVIVAL:** It is vital your army escapes the next battle with minimal losses. Gain 10 VP's for each battle they win over the next two days. After this they will get a new mission.
- 11 **ASSAULT:** You must capture enemy towns as you advance. For each town that you end your turn inside with no enemy forces inside over the next 2 days gain 10 VP's. After 2 days the army get a new mission.
- 12 **BLOCKADE:** This army must prevent all enemy forces getting around its flanks and must be blockaded to prevent the enemy escaping. The army gains 50 VP's if there are no enemy forces between the army's last position and their own board edge after five days. Once those five days are over then the army gets a new mission.

MEGA WARS

CAMPAIGN LIST

D6 Campaign

- 1 **GUERRILLA WAR:** Your campaign takes place on a Deathworld where deadly creatures and voracious plants wait to kill you if your enemies don't.
- 2 **VENGEANCE:** A pirate gang have angered the local Planetary Governor with their raids and he calls in his army for some pay back.
- 3 **REBELLION:** A planetary Governor has turned rebel and the Space Marines have been sent to deal with him.
- 4 **WAR OF ATTRITION:** Two ancient enemies are embattled in a long and desperate War of Attrition which must end soon.
- 5 **RECOVERY:** Ancient artefacts of great use to the Techno Magus of Mars have been discovered and the armies must recover them.
- 6 **SPECIAL CAMPAIGN:** See page 12.

CAMPAIGN SCENARIOS

Scenarios can make a campaign more in depth and interesting. Sometimes you may be fighting your campaign on a Deathworld or perhaps a rebellion is in order. Or on very rare occasions a force may be fighting on a Deathworld.

These campaign scenarios are entirely optional. You should feel free to write your own scenarios and create new ideas. You might even like some of the ideas here but hate the rules. In this case write your own, I'm sure you will be able to think

up some good ideas which will suit your own particular armies just as well. If you write any good campaign scenarios then send them in.

We have included a list of five standard campaigns plus six special campaigns which largely relate to specific armies. On page 14 there is a list of sub-plots that you may want to use during the campaign. We wrote the sub-plots to add greater depth and fun to the campaigns. For example the religious madman sub-plot is very funny (Have a read if you don't believe us). Again these are entirely optional and you do not have to use them at all if you do not want to.

You may choose to fight a specific campaign from the list below or you can roll a D6 and check with the Campaign List to see which campaign you will be fighting. If you get a special campaign result then roll a further D6 and consult the Special campaign list on page 12.

Guerrilla War

The Deathworld of Catachan is one example of a deadly planet full of voracious creatures and man-eating plants. During a campaign on a Deathworld your armies are likely to get attacked by monstrous creatures and you must fight them off or die hideously. The terrors of the jungle will constantly be trying to get at your men and drive them off the planet.

Deploy as normal and the campaign objective is still to kill your enemies HQ as normal. When you roll for initiative there will automatically be a Deathworld event. Each player will have the Deathworld event for the number they threw for initiative. This is in addition to any random events for throwing doubles (on the rerolling of doubles there will not be another Deathworld event). Check the table below for your Deathworld event. With each event roll for a random grid reference and the closest of your army pins will be effected by the event as described below.

GUERRILLA WAR EVENT TABLE

D6 Deathworld Event

- 1 **CATACHAN DEVILS:** A group of Catachan Devils attack your army. Roll for a random unit of infantry. Not vehicles or Titans, just infantry. The unit has been attacked and will lose D3 men in a 40K army, or D3 stands in Epic to the Catachan Devil attack. Remove the dead men from your army list.
- 2 **ACID BOG:** Your army has unwittingly walked into an acid bog. Roll for a random vehicle or Titan to be affected by the acid bog. It must make a Leg or track saving throw or it is melted by the acid and destroyed. For 40K the acid has an armour penetration equivalent to a Melta Bomb.
- 3 **VENUS FLY TRAP:** A venus fly trap snaps shut over your men. Roll for a random unit of infantry. They will lose 1 single man in a 40K army or 1 Epic stand to the venus fly trap.
- 4 **POISON PLANTS:** A stupid prat in your army sniffs some flowers only to realise they are poison plants. Roll for a random unit of infantry. The poison plants knock them out and the rest of the army must wait in place for a turn for them to wake up. No move this turn for the army. They will go onto Ambush orders.
- 5 **STRANGLEVINES:** Strangle vines surround your army and attempt to crush you. Roll for a random infantry unit, vehicle or Titan, they are attacked by the strangle vines. The strangle vine has a CAF of +3. Fight a small Epic combat against the strangle vine. If the strangle vine wins it destroys a troop stand or five men in 40K or a single vehicle or Titan. Remove them from the army list.
- 6 **SHAMBLING MAMORPH:** A rare Shambling Mamorph from the volcano lands attacks your army in an attempt to drive you all away. The Shambling Mamorph is a huge, terrifying creature. Make a Leadership or Morale test with a -1 modifier to Ld characteristics or +1 to morale. Use the highest Ld or morale left alive in your army. If the roll is failed then the army is broken. The Mamorph kills D3+1 random infantry stands or single men in a 40K army before you gun it down yourself. The Mamorph will kill these men even if they pass the Ld or morale check.

Vengeance

In this campaign vengeance and revenge is the name of the game. The campaign map should have several towns marked on it. The towns are where the Pirates hideouts will be. The pirates may have D6 +2 hideouts. All of these hideouts come with walls and any of the pirates may hide in these towns if they choose to.

The pirates can be of these races, Orks, Eldar, Squats, Humans (Use Imperial Guard) or Chaos. Space Marines and Tyranids cannot be pirates. As pirates however these armies cannot use the following troops or characters:

Avatar, any special characters (except Kaptin Flash Git Badruk), Space Marine allies.

The army after vengeance can be of any race but we suggest Space Marines or Imperial Guard as the most likely. The campaign objective is to kill the enemy HQ as per usual and the attackers deploy as normal.

Rebellion

One of the armies is always Imperial Guard and the other Space Marines. The campaign objective is to kill the enemy HQ army. The rebel Imperial Guard can deploy his forces in towns on the map and the Space Marines deploy as normal. In addition the Imperial Guard will have a city at the opposite side of the board to where the marines deploy. This city is 3 squares by 3 squares and the square in the centre is where the HQ base will be.

War of Attrition

Divide the map in two, splitting the number of towns equally. Each player rolls a dice and the highest may choose which side to take as his land. The lower takes the remaining half as his territory. Choose armies and each player may deploy anywhere on his land including inside towns. The objective of this campaign is to capture as many towns off your enemy as possible. Fight the campaign until either one side is totally annihilated or one sides HQ base is taken out. When one



Des Hanley

side's HQ Base is destroyed add up the number of towns in each players possession and the winner is the one with the most towns.

Recovery

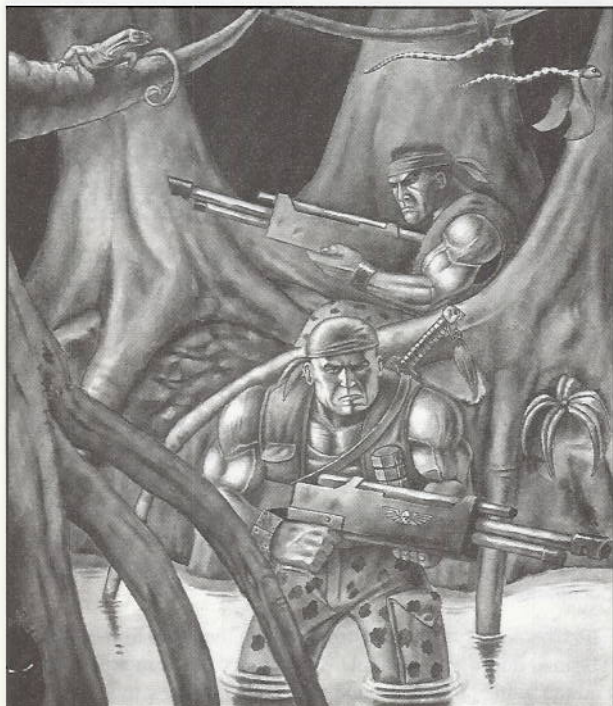
Many strange ancient artefacts have been discovered and must be recovered. You may use any armies you want in this campaign. On this planet there will be D6+4 empty and useless towns. The towns may contain an artefact. Deploy and play the game as normal but the campaign objective is to find more artefacts than your opponent. The game ends when either sides' HQ is taken out. Add up the number of artefacts found at that point and the winner is the player with the most of them. Add on 1 if you took out the enemies HQ base.

In every town that you come across you may spend your Battle Phase searching for artefacts. Obviously this cannot be done when there is an enemy army to fight but only if the town has just your army in it. Roll a D6 and consult the artefact table below to discover whether you find an artefact or not. An army may only search each town once.

Artefacts may be stolen from an army by completely destroying it. The artefact will always be stolen if the army is destroyed, you cannot claim the artefact was with your reserves.

ARTEFACTS TABLE

D6	Artefact discovery
1-3	No artefacts found
4-6	You find an artefact



John Wigley

SPECIAL CAMPAIGN LIST

D6 Special Campaign

- 1 **HIVE FLEET:** A huge Hive Fleet has attacked a planet and cut them off from the warp. The occupants of the planet must defend themselves or succumb to the horror of the Tyranids.
- 2 **WAAAGHH!** An Ork Waaaghh of truly massive proportions has been building up recently and they strike out at the local Imperial base.
- 3 **REALM OF CHAOS:** A crusade has been mounted to destroy a recently mutated chaos world full of the evil of the warp.
- 4 **EXODITE WORLD:** An Eldar Exodite colony is under attack from Orks who want the fertile world as their own. Will reinforcements from Ulthwe arrive in time?
- 5 **SQUAT HOMEWORLD:** A Squat has developed a deadly new weapon which must be held in your hands. You plan to steal it from "over" the Squats noses.
- 6 **HIVE WORLD:** A Hive World is a planet of buildings and spires which is densely populated with people and gangs of youths. Ash wastes which contain wild outlaws. This will be a harsh campaign.

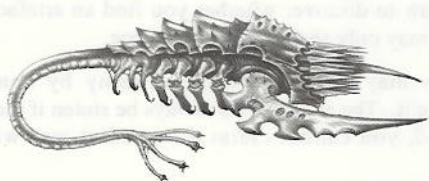
SPECIAL CAMPAIGNS

Most of these special campaigns involve specific armies. You may decide that you do not want to play one of these because nobody you regularly play games with may have this army. This is perfectly alright, its your campaign after all.

Hive Fleet

The Tyranids objective is to cleanse the whole planet of life. The campaign objective is to kill every enemy to the last man. Tyranids set up totally differently compared to any other army. You may choose how many of your armies are dropped from space in huge Mycetic Spores and the remainder will move onto the map from distant parts of the planet.

To determine the location of the Mycetic Spores roll for a random grid reference for every spore which is being dropped. If they drop in a city or on an army then they immediately



surprise any forces there and will fight a battle in the next battle phase. Neither army is given orders they are both assumed to be Battle Ready but the Tyranids will surprise them. Hydras, fortifications and Titan mounted weapons with a range of 75 cm or more may fire at Mycetic Spores. The Spore has 2+ save on 2D6 and has three wounds. If the spore is destroyed you lose the army that it was carrying.

Any Spores which drop on the same location start together and may split off after the initial drop. Unlike usual Mycetic Spores these huge Spores drop in such a way as to prevent the troops from being harmed but completely destroying the Spores on impact. Place the relevant army pins in the map as they come on.

Tyranid armies which move onto the board from outside the map are placed on any square along the top or bottom sides of the board at the beginning of the turn they arrive on before orders are written. They must be placed 10 squares from left and right edges but only 1 square in.

The Tyranid opponent may be of any race and will deploy in any towns or fortifications on the map. He can also deploy in either deployment zones at the left and right edges of the map. His objective is to destroy all of the Tyranid invaders and purify his homeland.

Waaaghh!

An Ork waaaghh has built up and must be stopped. There are two armies in this campaign, the Orks and the Imperial Guard. This is an Imperial Guard homeworld so any towns that are there can be used by the Imperial Guard to hide in at the beginning of the campaign. The Orks must deploy as normal and their objective is to kill Ghazghkull Thraka the commander of the Ork Waaaghh! The Orks objective is to kill the Imperial Guards, Commissar Yarrick (Yes folks, its Armageddon again).

The Orks may blast the Imperial Guard armies with raw Waaaghh power. This can be done once per turn at the end of the Initiative Phase. A blast of raw power emerges from one army selected by the Ork player and blasts one Imperial Guard army of his choice within 4 squares. Roll a D6 and consult the following table for the Waaaghh blast.

WAAAGHH! BLAST TABLE

D6 Result of Waaaghh!

- | | |
|-----|---|
| 1-2 | The army avoid the blast and may move as normal. |
| 3-4 | The army is blasted and must move half distance this turn. |
| 5-6 | The army is soaked in Waaaghh power and cannot move at all. |

If the army being targeted by the Waaaghh blast has a Psyker then subtract -1 from this roll. An army which is blasted by Waaaghh power and cannot move will go onto Ambush orders.

Realm of Chaos

A small fracture between the universe and the warp has allowed Chaos invaders to take a world and change it to a realm of Chaos. The armies of Chaos have changed the land around them into a horrible concoction that confuses the eye and frightens men. Only Space Marines are strong enough to endure such terror and have been sent to destroy the planet's occupants.

The Chaos forces may set up hidden in the cities and the Space Marines deploy as normal. The objectives remain the same and the game plays the same except that when a random event

has occurred something nasty happens to someone. Roll a D6 and consult the table below to discover what has happened. This is in addition to any random events.

The Space Marines may have Grey Knight Terminators with them to nullify any of the above effects. An army which has any Grey Knights with them can nullify a Chaos event on the D6 roll of 4 or more. Psykers may also attempt to nullify them but will only succeed on the D6 roll of 5 or more.

Exodite World

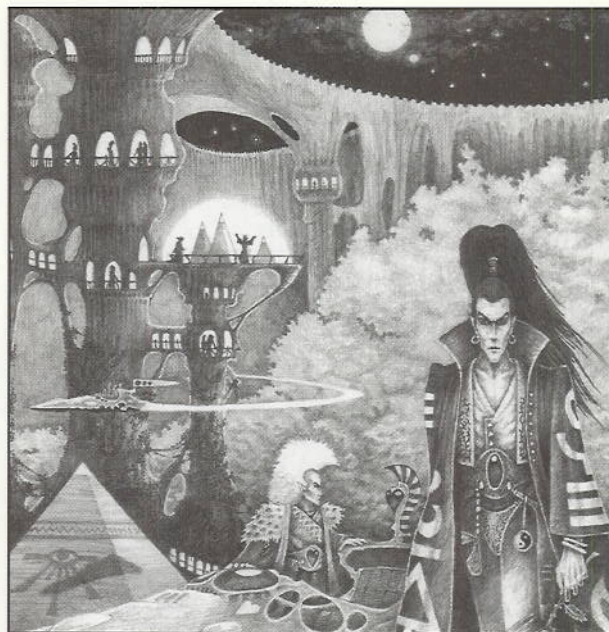
An Eldar Exodite world sends a desperate message to the nearby craftworld of Ulthwe. They are under attack from Orks and forces from Ulthwe are quickly sent to help. Will they arrive in time to prevent the Orks from killing them all?

The Orks set up in a normal deployment zone with all of their forces. The Eldar may set up hidden in any towns but may not have an Avatar or any Phoenix Lords set up on the Exodite world because they will arrive with the forces from the craftworld. At least 40% of the Eldar army must be from Ulthwe and will arrive D3 days into the campaign.

REALM OF CHAOS EVENTS TABLE

D6 Chaos event

- 1 **GREATER DAEMON:** A Greater Daemon has arrived from the warp and joins a Chaos army of the Chaos players choice. The Chaos player may choose which Greater Daemon appears.
- 2 **DISTORTING TERRAIN:** Roll for grid reference. The nearest non-Chaos army may not move at all this turn as the terrain shifts around the army.
- 3 **SCREAM OF TERROR:** Roll for grid reference. The nearest army must make a Ld or morale test at -1 to Ld, +1 to morale value. Test using the height Ld/morale left alive. If they fail the army is broken and goes on to Fall Back orders.
- 4 **DAEMONIC ATTACK:** A small group of Daemons attack a psyker and attempt to drag him away. Roll for grid reference. The closest enemy psyker is attacked and must roll a D6 and add his mastery level. On the roll of 1-3 he is dragged into the warp and killed. On a 4 or more he survives. A roll of 1 is always a failure. If there are no enemy psykers then this attack has no effect.
- 5 **CHAOS TERRAIN:** The ground itself comes alive and joins in the fight. Roll for a random grid reference. All non-Chaos armies within 2D6 squares will move half distance this turn.
- 6 **LURE OF CHAOS:** Roll for grid reference. The closest army must make a normal Ld or morale test. If they fail (a 1 always fails in Epic armies) then they are consumed by Chaos and are destroyed. Remove the army pin from the map and erase the army list.



Jez Goodwin

When the Eldar from Ulthwe arrive they will turn up on the map edge directly opposite the Ork deployment zone. They are placed during the End Phase on the row of squares next to the map edge and can move as normal from the next turn onwards. The campaign objective is to wipe out the enemy HQ as in a normal game.

Squat Homeworld

A Squat Homeworld is a dark and desolate place and most of it lies beneath the surface. For this campaign you will need some floorplans such as those in Warhammer Quest or the old Dungeon floorplans. These will be used in underground battles which are particularly deadly.

This campaign is for Squats and any other army you want to use. Imperial Guard, Orks, Eldar, Chaos or Space Marines would be more likely than Tyranids. The Squats set up as below and the other army sets up in a normal deployment zone.

You will need to mark the map with various fortresses and cave entrances. Fortresses are walled towns basically. The caves are fortresses in their own right but they cannot be seen unless an army assaults them from underground, within the cave system itself. Also one of these caves must be noted down as being the Squat inventor's guild where the deadly weapon is. The weapon cannot be used and when it falls into enemy hands the Squats will lose the campaign.

The Squats can set up their forces in the fortresses above the surface or in the caves beneath the surface. Their campaign objective is to kill the enemy commander.

During an Underground battle place the floorplans out between the pair of you to create a fair dungeon area to fight the battle in. Only 40K armies can enter the caves. Vehicles and Titans are just too big to fit inside. Play the battle using normal 40K rules as best you can. The caves will be well lit so there is no need to use the night rules when fighting underground. An army can only enter or leave the caves through the cave entrances. Both players will need lots of common sense and initiative to play a campaign such as this so I do not suggest you try this as your first campaign.

HIVE WORLD EVENT TABLE**D6 Hive World Event**

- 1-2 GANG ATTACK:** One of the Hive Worlds big gangs attack an army and will kill a small number of your troops before running back to their hideout. Roll for a random grid reference. The closest 40K army has been attacked by a Hive gang and will lose D6 men from a random infantry unit, remove them from the army list.
- 3-4 MINEFIELD:** Roll for a random grid reference. The closest army has walked into a minefield and must carefully leave. The army moves half distance this turn and cannot attack another army nor be attacked at that grid reference. If another army moves into this grid reference then there will be a huge explosion and both armies blow up into fifty thousand pieces.
- 5-6 ACID RAIN:** Roll for a random grid reference. All armies within D6 squares are hit by the acid rain and can only move half distance this turn. In addition one random vehicle or Titan in each army under the acid rain is hit by the acid attack and must make its saving throw (In Epic) or will be destroyed. Titans will be hit on the topmost location, roll randomly to determine which if there are two or more possible locations.

Hive World

A Hive World is densely populated in large hives of people. These hives breed tough and hardy people, many of whom are recruited by the Space Marines or Imperial Guard and many more join gangs.

Check out the new gang warfare game Necromunda, you may want to use a few rules or terrain pieces from this great game in your campaign but this is entirely up to you. The terrain pieces from Necromunda are dead good for 40K games.

Your campaign map should include hives instead of towns and cities and will need lots of wide open spaces which would be full of abandoned ruins, scorched and blackened ash wastes and perhaps acid pools and rivers.

You can use any armies you want for this campaign although Imperial Guard would be the most likely army to be there.



Use normal campaign deployment and game rules except when a random event occurs then roll a further D6 and consult the chart above to discover what happens.

SUB-PLOTS

These sub-plots are entirely optional and can make a campaign a little more interesting.

Imperial Storehouse

Roll for a random grid reference before deployment. Reroll if the square has another city, a mountain or is completely covered up by a river. The square rolled has an Imperial Storehouse in it which has spare weapons. Any army in this

SUB-PLOT LIST**2D6 Sub-Plot**

- 2 IMPERIAL STOREHOUSE:** The planet has a storehouse of ancient weaponry and awesome vehicles. It is, however, guarded by an elite guard.
- 3 CHAOS CULT:** The world has a hidden Chaos cult which announces itself by attacking the two armies while they fight their war.
- 4 ALIEN ARTEFACTS:** Scattered all over the planet are alien artefacts which can aid the armies who are fighting.
- 5 MAD GOVERNOR:** The planetary governor is mad. He has turned against the Emperor and declared his world as his own.
- 6-7 RELIGIOUS MADMAN:** A religious madman has convinced a world of people that armageddon is upon them and when the great spoon appears to eat the pudding in the sky we will all be saved from our sins. He is currently convincing people to believe in the pudding our saviour through a harsh leaflet campaign entitled "Pudding - 100 reasons why you should believe."
- 8 NEWS CREW:** As the war begins upon the planet a news crew who are on the world decide to film the events. They get in the way a lot.
- 9 ROGUE PSYKER:** A rogue psyker has gathered a small army which the fighters of the war did not know about. When the war begins the psyker assumes they are here to destroy him and fights back against both armies.
- 10 ORBITING BATTLESTATION:** A battlestation in orbit fires random barrages at the planet below in the hope of destroying the armies fighting the war.
- 11 GENESTEALER CULT:** A Genestealer cult hidden within the planets underground makes trouble for the defending army by attacking them from within.
- 12 THE LOST TITAN LEGION:** It is rumoured that a lost Titan Legion lies abandoned on this planet and your men try to track down these Titans to use against the enemy.

John Blanche



square must fight the guardians. The guardians have an army rating of 10 and if they have a greater army rating than the army attacking them then they destroy them. If the army attacking them is equal to or more then they may kill the guardians and acquire 3D6 X 10 points worth of 40K weapons of their choice during the End Phase. A storehouse may only be robbed once during the campaign.

Chaos Cult

When the first random event is rolled up then the Chaos cult springs up and attacks someone. Roll for grid reference. The closest non-Chaos army is jumped on by the Chaos cultists and a battle ensues. Just compare Army Ratings. The Chaos cultists have an army rating of 12. If the Chaos cultists army rating is equal to or higher than their opponents then they have completely killed the army and then they disappear into the surrounding territory. They will attack another army when the next random event is rolled up. They will keep attacking armies until they are defeated and killed by attacking an army with a higher army rating than them.

Alien Artefacts

Whenever a town is occupied by an army for a whole turn without moving then it may be searched for artefacts. Only a 40K army may search for artefacts and this is done by rolling a D6 and on a 5 or 6 an artefact has been discovered. Roll a D6 and consult the Alien Artefact Table to discover what the artefact is. On the result of 1-4 there is no artefact and the town cannot be searched again by anyone.

Religious Madman

This has no effect on the campaign but is rather funny.

Mad Governor

The local planetary governor is mad and will delay any Imperial forces by confusing them with bizarre orders. No Imperial forces can move during the Morning phase of the first turn. During this time an Inquisitor finds the governor and kills him so that next turn the Imperial forces can move as normal next turn.

News Crew

Roll for a random grid reference before deployment. This is where the News crew will start, so put a pin with an N marked on it in this square. They move at the end of the movement phase after all other armies have moved towards the closest army. They move 2 squares each turn and this cannot be changed except by random events or terrain. If they reach another army then they will film them and send the reports off to the Adeptus on Earth. These transmissions are picked up by all of the players. Treat as a Scouted result on the scouting table, so the player reads out how many things he has got in his army. The news crew will film both armies if they reach a square where a battle is about to be fought and there is nothing that anyone can do to stop them doing this, because they automatically flee from an encounter if they get attacked.

Rogue Psyker

The rogue psyker has got an Imperial Guard support Platoon, a Leman Russ squadron and an Imperial Guard Bike squad under his command. This army has an army rating of 10 (the rogue Psyker is one point). Roll for a random grid reference before deployment. This is where the Psyker's army starts so put a pin marked with a P into the map in this square. During the movement phase after all other armies have moved the Psyker's private army will move towards the nearest army pin. Like a normal Imperial Guard army it has a MA of 1 which will be doubled to advance if there is no army to engage in battle. If they fight a battle then the player who is not attacked will play the psyker's force. Fight the battle as you normally would and keep a track of how many of the psyker's men have been killed.

ALIEN ARTEFACTS TABLE

D6 Artefact discovered

- 1 **VORTEX GRENADE:** A Vortex grenade is found. This can be given to a character who does not already have one. It works in exactly the same way as the Vortex Grenade Wargear card.
- 2 **FIREPIKE:** The army discover an Eldar firepike. This specific weapon can be used by any race and can be given to any character in the army.
- 3 **DIGITAL LASERS:** Digital lasers are very deadly and can be given to any character in the army to increase their CAF by +1 or it works like the wargear card in 40K.
- 4 **CAMELEOLINE:** Can be given to a character in the army and it works just like the wargear card does in 40K.
- 5 **KUSTOM SHOOTA:** You discover this Orky weapon which can be given to a character if you want in any type of army and it works just like the wargear card.
- 6 **VIRUS GRENADE:** Can be given to a character who can use it in exactly the same way as the wargear card in 40K.

MEGA WARS

Orbiting Battlestation

A battlestation in orbit fires random barrages at the planet each turn. Roll for a random grid reference at the end of the Battle Phase and this is the square hit by the battlestations barrage. The barrage will hit automatically if there is something in the square and it has 6 barrage points with a -3 saving throw. Work this out as you normally would for a barrage. If there is nothing in the square where the barrage has hit then it misses completely.



Genestealer Cult

When a random event first takes place then the Genestealer cult will attack a randomly determined town or city. The Genestealer cult has an army rating of 12 and will attack any army in the city at the time. Compare the army ratings and if the Genestealer cult has equal to or higher rating then they destroy the army in the town. Do not count any fortifications to the army rating because the Genestealers are attacking from inside the town. If the Genestealers attack an army with a higher army rating than themselves then they are destroyed, otherwise they will attack another town every time there is a random event until they are destroyed. If there is no army in the town they attack then they have no effect this time but will attack next time there is a random event.

The Lost Titan Legion

Select a town near the middle of the map before deploying your armies. This is where the lost Titan Legion are located. The town cannot be used to deploy inside and cannot be given any defences. When an army moves into the town then they will discover the lost Titans, there are the following Titans.

- 1 Warlord
- 2 Reavers
- 3 Warhounds

Only armies which can have these Titans in their armies may use them (if your army can use the Titans then you are assumed to have a few spare Titan crew for these). These Titans may be used in the same army or split up as normal. Any Titans which are not being used are destroyed so that the enemy cannot use them at all.

PSYKERS

When you buy a Psyker from the Epic Special cards he is assumed to be a level 2 Psyker in 40K. This level may be increased at a points cost of 25 points per level. So a Chief Librarian (level 4) would cost you 150 points (100 points for the Librarian Special Card and 50 points to make him a level 4 Psyker). This rule may also be used to demote a Psyker to a level 1 Psyker. Just simply take 25 points off your total army. This change in the Psykers level will have no effect upon an Epic battle but in a game of Warhammer 40,000 will be essential for most armies. The points for the Psykers level come from the total points value of the army not from the separate 40K points allocation.

A Psyker may also increase his Mastery Level through Experience. This is done by paying 25 EP's per Mastery level gained through experience. An optional rule that you may want to play with is that you pick all of your psychic powers at the beginning of the campaign and keep the same ones throughout the entire campaign. We think that this makes psykers in a campaign vastly more realistic.

CHARACTERS

A question which came up in your letters concerning Mega Wars is how you buy special characters (and other troop types as well) which cannot be bought using the Epic company and detachment cards.

Allocate a separate points allowance for buying additional weaponry, special characters and any other troop types that cannot be bought using Epic cards but can be bought from the Warhammer 40,000 points values. This can be any amount so long as both players agree to the amount before choosing their armies. If you are intending to buy lots of characters and troop types we suggest that in an average campaign army of 50,000 points a 40K points allocation of 4,000 points should be sufficient for your needs.

Another very good point about characters is that in Epic the characters come in stands of 5 models. Obviously this would not be the case in 40K where 5 Farseers are illegal in one army. Fortunately a stand of characters in Epic is supposed to represent a single character model of that type in Warhammer 40,000 with four bodyguards. So in the example above the Farseer would infact be converted to a Farseer and four Guardian models.



Mark Gibbons

Special characters personalise a game of Epic or 40K perfectly and can make a huge difference during the game. But what about special characters from 40K in Epic games? Gasp! What shall we do? All readers of the Citadel Journal are intelligent and rational beings so it won't be a problem thinking up some interesting rules for all the special characters who are not in Epic. If you are lucky enough to have the early Citadel Journals with rules such as Psykers (Issue 3), special characters (Issue 5) and other such articles by Gavin Thorpe then these are perfectly alright to use in a Mega Wars campaign as are the rules in this issue by James Funnell.

PROBLEMS?

We have received a letter from Peter Cartwright who asks about how splitting an army down into contingents works. You can split down your company and detachment cards into any amount provided that they are not split down lower than the amount on an Epic base. For example you cannot split a squad of Space Marines down to fewer than 5 models.



Many of you have found this leaves your break values stuffed up, so you will have to work them out again for any companies and detachments which have been split down. As a rule of thumb the break value is half the amount of models or stands of troops within the company or detachment. Round down any odd numbers. Some companies do not follow this rule of thumb because the reduced unit is more fragile. If you decide to split a company like this down then they will be so demoralised from not having their trusty comrades around that their break value will drop to half their number like any other unit. If you have not guessed it's best to keep companies like this together.

Also when you split a company or detachment card down into smaller amounts the Victory points should change. If there is a detachment card which fully covers a split company then you should use the detachments victory points for when the split down unit is destroyed or broken. For example a company of Shadowswords can be represented by three detachment cards so should a single Shadowsword be sent off with a different army then put the company card to one side and use the break value and victory points from each individual Shadowsword detachment card.

If you do not have a detachment card which can be used then you will have to divide the victory points down by the amount which have left the detachment or company. Round up when you have a fraction of a victory point. This is not too complicated a procedure but keep your calculators handy for those times when your brain just does not want to tell you what the answer is.

THE JOURNAL'S CAMPAIGN

I know we promised to bring you a report on our campaign but time has proved to be our enemy. With so much going on here at the studio, Necromunda and dozens of other things which

have required testing in the last few months we have not had the time to complete our campaign and to tell you what happened.

But I shall unveil what has happened so far. The campaign is a Rebellion with a Multi player campaign option of Hive Fleet and the Religious Madman Sub-plot. Gavin is the rebel Imperial Guardsmen who holds the planet and James' Mentor Legion Space Marines and a very large Titan Legion have been sent to deal with the rebels. We decided that Phils Tyranids would arrive 3 days into the campaign and use the Hive Fleet special campaign rules for deploying.

Several skirmishes were fought between rebel guardsmen on bikes and landspeeders against Space Marine forces which were won quickly by the Space Marines. A large battle was looming as the ponderously slow Titan Legions moved in on a heavily defended town.

But then the Tyranids arrived and quickly leapt upon a Space Marine Land Raider force which had captured one of the rebels towns and was using the massive Adamantium walls as protection. In a pitched battle the Tyranids beat against the walls (taking massive casualties) until the Dominatrixes Psychic powers rocked the foundations and the walls came crumbling down. The Space Marines fled and are seeking to get as far away as possible from the ever deadly Bio Titans.

The current situation is unstable and anyone could win. The Tyranids are closing on the city of Thrandros and all the meat things therein. The Mentor Legion have fought well against both the rebels and the Tyranids with only minimal losses. With all to play for the third week of the campaign draws nigh. Can the rebels hold out much longer? We will just have to wait and see.

HINTS AND TIPS ON PLAYING A MEGA WARS CAMPAIGN

Playing a Mega Wars campaign takes a lot of effort on the players part but is well worth it because a campaign is so much fun. On occasions you will have to rework the rules we have written to fit in with any of your own House Rules or certain special models which are in your army, or maybe you will find a situation or event that we did not think of. Whatever, you need a lot of initiative to play a Mega Wars campaign.



Unlike most games where you might only use one very good tactic in a Mega Wars campaign you will need lots of different tactics otherwise your enemy will easily work out a way to beat you. Vary the forces you use and your tactics to make certain your plans cannot be guessed easily. Scouting is very important. If you know where and what your enemy are then you should be able to send the required army to take them on but never be certain that great numbers will win the day. Sound battle plans and a little bit of luck are essential.

If you are having any problems with our Mega Wars campaign system then do not hesitate to send us a letter with your questions which we will do our best to answer.



AARGH! CHIMERA'S

By James Funnell

Have you ever looked at the recent Imperial Guard Chimera model, then glanced across at your epic miniatures and thought "cor I wish I could use one of them Chimerax's, Chimedons or Chimero's in a 40K game"? I did, so here are the rules.

MODELLING YOUR CHIMERA VARIANTS.

All of the assault Chimera models that are shown throughout this article have been made almost entirely out of Chimera and Leman Russ plastic kits. The Chimerax model was made using four metal Imperial guard Autocannon.

To obtain the parts for these models you can order all of the necessary bits through mail order.

As most of these models use very few non Chimera parts you should be left with an almost complete Leman Russ kit for which all you should need is a replacement Turret gun. If you fancy trying out something other than a Battle cannon in your Leman Russ's turret you could use one of the spare Multi-Lasers from your Chimera kit.

The Chimera is the Imperial Guard's Armoured personnel carrier, but unlike the Space Marines Rhino, which is purely an armoured transport, the Chimera needed to be able to hold its own in combat. The Imperial Guard needed a vehicle that could get them to their objective quickly while providing effective fire support for the troops.

The Chimera is an incredibly adaptive vehicle and many variant designs have been constructed around its sturdy chassis. The Adeptus Mechanicus are constantly modifying and experimenting with new designs, many of which have proved themselves in the thick of combat. Not least of these are the famed assault variants which replace or upgrade the Chimera's effective Multi-Laser with more powerful weapons, such as battle cannon and the deadly Hunter Killer missile systems.

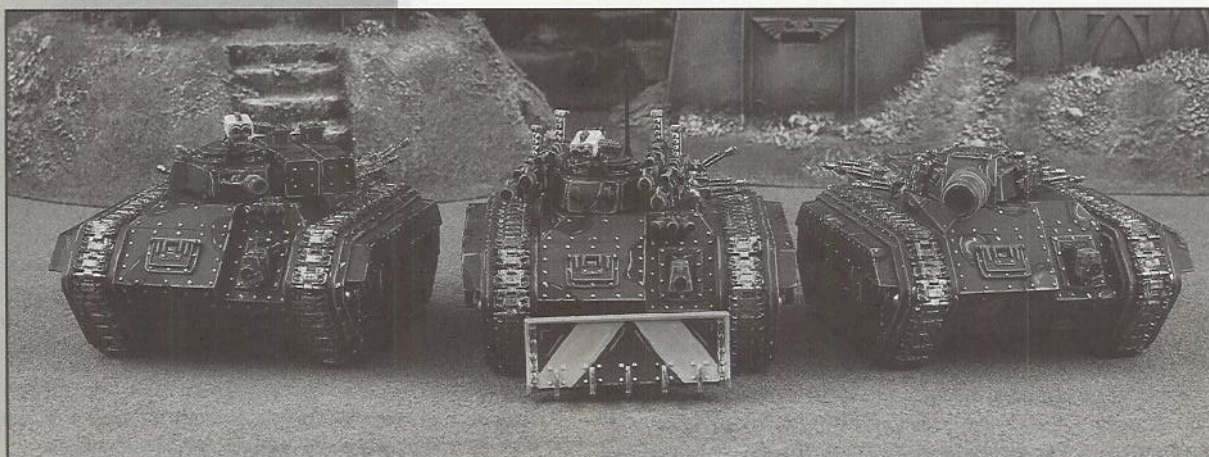
Remarkably all of these assault variants have retained their full troop carrying capability and with their upgraded weaponry they are ideal for aggressively seizing vital objectives and enemy strongholds or simply providing heavy fire support to armoured attacks and their accompanying infantry.

In this article I am going to detail the three assault Chimera variants that have been combat tested and approved by the Imperial Guards veteran regiments (not to mention myself).

At the end of this article you will find the standard Vehicle Datafax that details all of the Chimera assault variants and includes all relevant points values. I have also included the stat line and any accompanying special rules for use with Jervis Johnson's new "experimental" vehicle rules that have been published in this and the last issue of the Citadel Journal.

May all enemies of the Imperium beware, for the Chimerro, Chimerax and Chimedon are all going to be here to stay.

Enjoy and may your enemies die with ease.



CHIMERAX

The Chimerax is an awesome vehicle, equipped with four powerful autocannon. It can lay down a withering hail of fire that can destroy all but the most heavily armoured vehicles with ease.

However The Chimerax is best used in an infantry support role, its quad auto cannon can easily wipe out whole units of troops in a single turn so try to commit it where enemy troop concentrations are high. Although its Autocannon are best used against infantry with a bit of luck the sheer quantity of shots that it can rattle off should give enemy tanks something to think about as well even though its armour penetration is not brilliant.

RULES

The Chimerax works in the same way as any other vehicle, however its primary weapon system is unique. The Chimerax is the only example of a Quad linked weapon system in 40K. Basically this means that all four Autocannon are treated as the same weapon, you roll once to hit for all four Autocannon and you roll all of the sustained fire dice at the same time. If any Jams are rolled then all four Autocannon have jammed, not just one.

The Lasguns mounted in the Chimerax's hull are fired by any transported models and the turret mounted Storm bolter can either be fired by the turret gunner instead of the Auto cannons or by a transported model.

NEW VEHICLE RULES

Over this and the last issue of the Journal Jervis Johnson has been busy describing a new set of vehicle rules that we have been tying out.

Below are all the rules that are needed to incorporate your Chimerax model in to these experimental rules.

IMPERIAL CHIMERAX

190 Points

M	WS	BS	S	T	W	I	A	LD
10	0	0	8	8	12	0	0	0

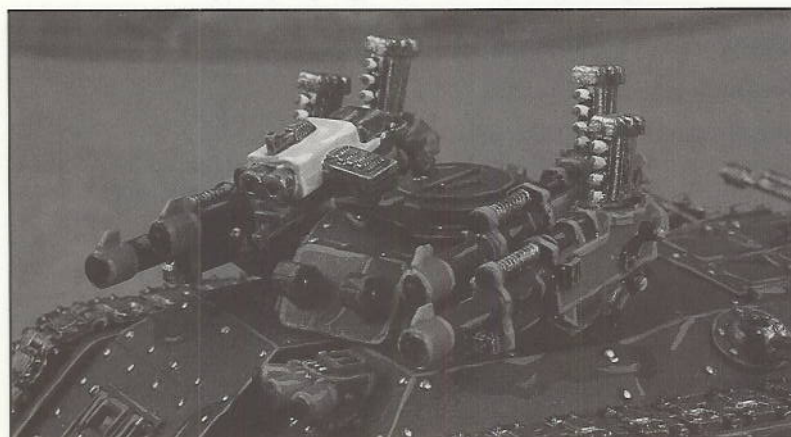
CREW: Driver, 1 Turret gunner and 1 Front gunner.

SAVE: 4+ armour save on 2D6.

WEAPONS: 4 linked Autocannon with targeter and a 360° field of fire.
 1 Heavy bolter with targeter and 90° field of fire to the front.
 1 Storm bolter on turret with 360° field of fire.
 3 Lasguns fitted with targeter and a 180° field of fire to the left.
 3 Lasguns fitted with targeter and a 180° field of fire to the right

OPTIONS: May be fitted with Auto launchers (Frag or Blind) for +5 points or Frag defenders for +10 points.

NOTES: May transport 1 Imperial Guard squad +1 Character model.



CHIMERAX

MODELLING THE CHIMERAX

You will need:

1 Imperial Chimera plastic model kit.

4 Metal Imperial Guard autocannons.

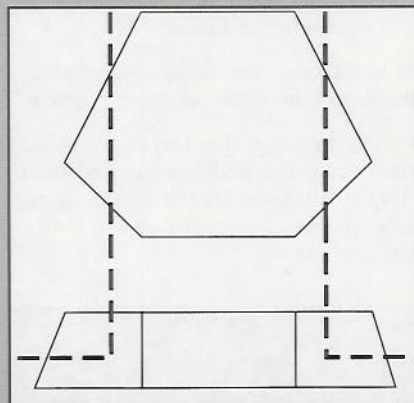
Make up the hull of your Chimera as normal, the only part that will need altering is the turret.

Start by making the twin Auto cannons that are positioned on each side of the turret, as you can see from the picture the inside auto cannon on each side needs to be set a bit above and further back from the outside autocannon. To glue each pair of auto cannon together you will find that the sides of the auto cannon that are to be joined together need to be levelled out so trim them until you have a good fit.

It is a good idea to pin each pair of autocannon together.

You now need to attach the autocannon to the turret.

The diagram below shows you where the auto cannons need to be positioned, you will need to cut away the parts of the turret indicated by the dotted line so that the autocannons will point forward.



Do not cut all the way through the turret about 3/4 of the way down should suffice. cut in from the side so that you have a ledge that the autocannons can sit on.

Now to finish making your Chimerax model simply find an interesting bit to cover the hole where the multi-laser is normally mounted.

CHIMERRO

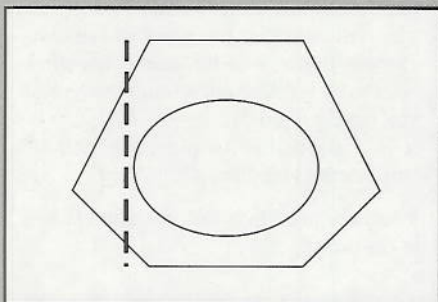
MODELLING A CHIMERRO

To make your Chimerro model you will need:

1 Imperial Chimera plastic model kit.

1 Extra Hunter Killer missile (two in total).

Like all of these conversions you can make the Chimera hull up as usual, the only thing that needs changing is the turret.



To start the conversion first make up the two Hunter Killer missile tubes (ignoring the mountings), these need to be stuck side by side so you will have two trim off the appropriate detail on the sides of the hunter-killers.

Now take the main turret and cut away the side as shown on the diagram below.

Finish making the turret as usual (including the multi-laser) and then simply attach the Hunter killers to the side that has been cut away to finish your model.



CHIMERRO

The Chimerro is potentially one of the most devastating vehicles to be found in the Imperial arsenal. Armed with an Autoloading Hunter Killer missile system it is used as a awesomely effective anti tank weapon. Chimerro's advance alongside the troops ready to deal death to anything that tries to oppose the Imperial Guards advance.

Using a Chimerro in battle couldn't be easier, its Hunter killer missiles have an unlimited range and you only need to be able to see the target in order to fire at it. Bearing this in mind you should try to keep your Chimerro at the rear of your advance where the enemy will have a great deal of trouble trying to take it out. It is also worth remembering that the Chimerro's main weapon system is backed up with a potent Multi-laser that can be used to deal with any marauding enemy infantry that manages to get around your flanks.

RULES

The Hunter Killer Missiles that the Chimerro is armed with form a very special weapons system.

Unlike a normal Hunter Killer missile which is a one-shot weapon the Chimerro can fire a missile in every one of its turns.

A Hunter Killer missile is fitted with a robot brain so it is self guiding, as a result of this you do not require a crewman to fire the missile system. Missiles may only be fired at vehicles, Dreadnoughts, buildings or other similar targets and it will always hit on the D6 roll of 3+ regardless of range or to hit modifiers for target size, speed or cover etc.

If the missile hits work out damage using the profile given below.

STRENGTH	DAMAGE	SAVE MOD.	ARMOUR PENE.
8	2D10	-6	8+2D10+D6

The lasguns mounted in the Chimerro's hull are fired by transported models and the turret mounted storm bolter can either be fired by the turret gunner instead of the multi-laser or by a transported model.



NEW VEHICLE RULES

IMPERIAL CHIMERRO

225 Points

M	WS	BS	S	T	W	I	A	LD
10	0	0	8	8	12	0	0	0

CREW: Driver, 1 Turret gunner and 1 Front gunner.

SAVE: 4+ armour save on 2D6.

WEAPONS: 1 Hunter Killer missile system.

- 1 Multi-laser with targeter and 360° field of fire.
- 1 Heavy bolter with targeter and 90° field of fire to front.
- 1 Storm bolter on turret with 360° field of fire.
- 3 Lasguns with targeters and 180° field of fire to the left.
- 3 Lasguns with targeters and 180° field of fire to the right.

OPTIONS: May be fitted with Auto launchers (Frag or Blind) for +5 points or a Frag defender for +10 points.

NOTES: May transport one Imperial guard squad + one Character model.

CHIMEDON

The Chimedon replaces the Chimera's proven Multi-laser with a large bore Battle cannon. The Battle cannon is a potent all round weapon capable of blasting tanks, infantry and buildings alike.

In early testing the Adeptus Mechanicus had innumerable problems with the battle cannons mounting. The trouble was that the battle cannon was simply too big for the Chimera's small turret and in the early versions the recoil literally blew the entire turret off of the Chimedon. This was eventually solved with a complex series of springs and dampeners, but unfortunately all of this equipment takes up a lot of space in the turret and they found it impossible to mount the secondary Storm bolter on the turret top, leaving the Chimedon dangerously susceptible to a close assault.

The Chimedon is the best balanced of all the Chimera variants and is best used in a support role. Its battle cannon has a long effective range but unlike the other Chimeras it does not excel at infantry annihilation and could find itself overrun if it is deployed too close to enemy troops. Try to keep the Chimedon a bit behind the main advance with a firm screen of infantry between it and enemy squads.

RULES

As the Chimedon is armed with a battle cannon it is allowed to make a pre-game Barrage with any other Battle cannon that is in your Imperial Guard army.

After both sides have deployed, but before either side has taken its first turn, the Imperial Guard may bring down a mighty barrage of fire upon its enemy. This is worked out by allowing any battle cannons already deployed on the tabletop to fire once at any targets in the normal manner. In addition any battle cannons held in reserve may shoot at maximum range against any target that is visible to at one of your deployed models. This rule enables the Imperial Guard to open up a hole in the enemy's lines which can be exploited very effectively with an armoured thrust from the reserves. The barrage also gives the Imperial Guard player a chance to knock out key weapons or characters before the battle gets underway.

The lasguns mounted in the Chimedons hull may be fired by any transported models.



NEW VEHICLE RULES

IMPERIAL CHIMEDON

160 Points

M	WS	BS	S	T	W	I	A	LD
10	0	0	8	8	12	0	0	0

CREW: Driver, 1 Turret gunner and 1 Front gunner.

SAVE: 4+ armour save on 2D6.

WEAPONS: 1 Battle cannon with targeter and 360° field of fire.
1 Heavy bolter with targeter and 90° field of fire to front.
3 Lasguns with targeters and 180° field of fire to left.
3 Lasguns with targeters and 180° field of fire to right.

OPTIONS: May be fitted with Auto launchers (Frag or Blind) for +5 points or Frag defenders for +10 points.

NOTES: May transport 1 Imperial Guard squad +1 character model.

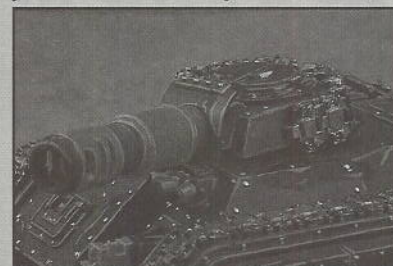
CHIMEDON

MODELLING THE CHIMEDON

To make your Chimedon model you will need:

1 Chimera plastic model kit.

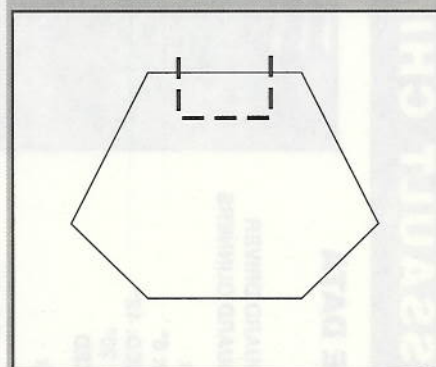
The battle cannon from a Lemman Russ kit (it is possible to buy individual Lemman Russ sprues from mail order if you do not wish to buy a whole tank).



Start by making the hull from the Chimera kit, the only thing that needs changing is the turret.

Now the first thing to do is make the battle cannon, this is simple. Glue the two halves together and stick the cowl in to place and Ta Da a finished battle cannon.

You will need to make enough space where the multi-laser is normally mounted to fit the battle cannon, this is fairly straightforward as all you have to do is enlarge the hole at the front end of the turret. The dotted lines on the diagram below show you where you will need to cut.



Once the hole has been made you can simply construct the turret as normal and then glue the battle cannon into place. I am afraid that this one will not move up and down though.

ASSAULT CHIMERA'S

VEHICLE DATA

CREW:

- 1 IMPERIAL GUARD DRIVER
- 2 IMPERIAL GUARD GUNNERS

MOVEMENT:

SLOW SPEED: 6"
COMBAT SPEED: 12"
FAST SPEED: 20"
TYPE: TRACKED

RAM VALUE:

STRENGTH 8
D12 DAMAGE -5 SAVE

WEAPONS:

One multi-laser mounted in the turret with a 360° field of fire. One storm bolter with a 360° field of fire. The storm bolter may be fired by either the turret gunner or any transported model. One heavy bolter mounted in the hull with a 90° field of fire to the front. Three lasguns mounted in firing ports down both sides of the tank with 180° field of fire to the appropriate side. The lasguns may only be fired by transported models. All weapons are fitted with **targeters**. The Chimera may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** (+5 points), or **frag defender rounds** (+10 points).

Replace the **multi-laser** with **quad auto cannons** for +45 points (Chimerax) or replace the **multi-laser** and **storm bolter** with a **battle cannon** for +15 points (Chimedon) or add an additional **hunter killer missile system** for +80 points (Chimerro).

TRANSPORT:

- 1 Imperial Guard squad plus a single Imperial Guard character model.

WEAPON DATA

WEAPONS	RANGE	TO HIT	SAVE	ARMOUR
	SHORT	LONG	MOD.	PENE.
Heavy Bolter	0-20	20-40	-	5 D4 -2 D6+D4+5 Sustained fire 2D
Multi-laser	0-20	20-60	+1	6 D4 -1 D6+D4+6 Sustained fire 3D
Lasgun	0-12	12-24	+1	3 1 -1 D6+3
Storm bolter	0-12	12-24	+1	4 1 -1 D6+4 Sustained fire 1D
quad Auto cn	0-20	20-72	-	8 D6 -3 2d6+8 Sustained fire 4D
Battle cannon	0-20	20-72	-	8 2D6 -3 3D6+8 2" Blast Marker
Hunter killer	-	-	see rules	8 2D10 -6 2D10+D6+8 see rules

POINTS COST: 140 points

To assemble, cut out or make a photocopy of your datafax (keeping the front and back together). Fold along the dotted line and glue the front and back halves together. To make your datafax a little firmer and more hard-wearing, it's a good idea to insert a piece of card between the two halves (cereal packet is about right).

* Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1-2	Track*	16	16
3-5	Hull	21	18
6	Turret	20	20

Track Damage Table

- D6**
- 1 The track is damaged but keeps running. The Assault Chimera may only move at Slow speed for the rest of the game.
 - 2-5 The track is blown off. The Assault Chimera moves out of control next turn then comes to a permanent halt.
 - 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

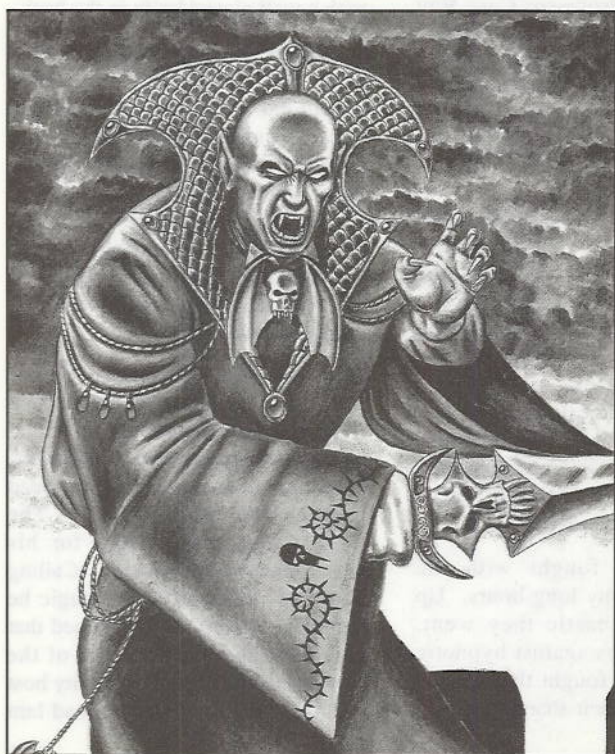
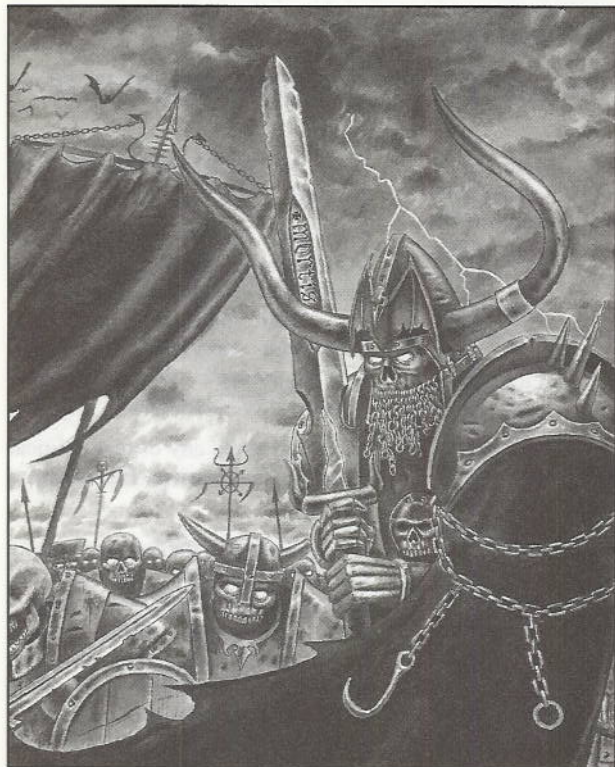
- D6**
- 1 The driver is killed. Unless his position is taken over the Chimera will move out of control for the rest of the game.
 - 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board the Chimera. On a roll of 4, 5 or 6 they are hit and killed.
 - 4 The Chimera's engine explodes, killing all the models on board. The tank is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
 - 5 A spark ignites the Assault Chimera's fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
 - 6 The Assault Chimera's ammunition explodes. The Chimera is destroyed, all the models on board are killed and any model within 3" of the centre of the tank suffer D6 strength 10 hits with -3 saving throw modifier.

Turret Damage Table

- D6**
- 1 The main turret weapon is damaged and may only be used if you first roll a 4 or more on a D6, rolled each turn.
 - 2 The turret is jammed and may no longer rotate. The main turret weapon may only fire in a straight line at targets that are directly in front of it.
 - 3 The main turret weapon is destroyed and may not be used for the rest of the battle.
 - 4 The main weapon is hit and destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the hull damage table to find out what effect this second explosion has.
 - 5-6 The ammunition stored in the turret explodes and the Assault Chimera is destroyed. All the models on board are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 strength 9 hits with a -6 saving throw modifier.

LIBER ILLUMINATAI

This issue we feature the work of Robin Johnston from Forteviot, Scotland and some more of John Wigley's excellent artwork



Above you can see Robin Johnston's depiction of an Eldar Howling Banshee Aspect warrior. Anyone at the receiving end of this charge is clearly going to be toast! Robin accurately manages to capture the flowing grace of an Eldar aspect warrior.

The deathly pictures on the left are two more excellent examples of John Wigleys talent, if you look through this issue of the Citadel Journal you will be able to see many more of his pictures lurking amongst the articles.

If you are a budding artist and would like to see some of your work presented to the world on this page of the Citadel Journal then send us a copy of it (we would prefer it if you sent your work to us in a stiff envelope so that the postman doesn't fold it). If you include a SSAE we will send your drawings back to you, and any we think are good enough will appear right here in Liber Illuminatai.

WARHAMMER

I'LL BITE YOUR KNEECAPS OFF!

BY PHIL LOWLES AND GAVIN TYLER

A WARHAMMER SCENARIO YOU CAN REALLY GET YOUR TEETH INTO!

IGOR THE HUNCHBACK

Points cost										10 Points
M	WS	BS	S	T	W	I	A	LD		
4	3	0	4	3	2	1	2	5		

Special rules

Igor counts as a Zombie, albeit a hard Zombie. He is armed with a club and does not have any armour. He must stay within 4 inches of Count Otto or within the same regiment. If Igor is not within 4" of Otto then the magic which sustain him drains away and Igor's reanimated body collapses into dust. Igor causes fear and is immune to psychology.

Frenzy: If Otto dies, Igor becomes frenzied and must move directly towards whoever killed his beloved master. Igor's anger at the loss of his master overcomes the lack of magic animating the hunchback. At the end of the turn Igor will drop dead from the magic lost to him. Note that Igor does not need to take a Leadership test when Otto, the general, dies because he counts as a character.

Igor may ride upon Otto's back when he is in Giant Bat form (See Shapechanging Scroll) provided he began the turn adjacent to Otto.



John Wigley

Back in the mists of time in the haunted land of Sylvania, there lived a Vampire count by the name of Otto Van "Bite your kneecaps off" Luthor who was a terrible and evil bane upon the good farming people of Sylvania. Otto was a powerful Vampire and at the time he was out terrorising the world before the Carsteins were out of their, well whatever they used for diapers in those days. Unfortunately for Otto he didn't make it into the history books and as such has never been heard of before.

By night Otto would transform into a giant Vampire bat and fly down to the local town, he would get into young girl's bedrooms, and generally make all of the villagers terribly afraid. Fortunately at that time there was a great Vampire Hunter called Professor Cara Van "How would you like your stake?" Hellfire. He was famed throughout the land for hunting down Vampires and doing nasty things to them with wooden mallets and small portions of Beef.

Professor Cara Van Hellfire came into Count Otto's village and the peasants there told him all about the evil Vampire. They told him how he flew down to the village and broke into young girl's bedrooms. How he scared the ?!*\$&@?! out of sheep and how he would calmly stop off in the tavern for his ale at night. Professor Cara Van Hellfire vowed to destroy the count and left for the evil Otto's castle at once.

The Professor fought with the Vampire for many long hours. Up and down the castle they went, pitting crucifixes against hypnotic stares. As they fought they lashed each other with their sharp wits.

"Die you evil hell fiend!" Cara shouted.

"I'm only following my natural instincts to hunt down and suck the blood from living humans. It's not my fault that my hormonal carnivorous ways make me despised and oppressed by your race." Replied Otto Van Luthor.

"Don't give me any of that political correctness nonsense, I'm going to kill you."

On and on they battled and finally Cara Van Hellfire used his extra strong garlic to send the Vampire into a deep, deep sleep. Unfortunately for the prof, just as he was about to put a stake through the evil counts heart, Otto's servant - Igor "I've got an original name" The Hunchback - killed the professor with a well placed knife in the back.

During the years that followed Otto slept like a log and the world continued to grow and change. Other Vampires became big and powerful, realms grew and tumbled. Wars ravaged the world throughout the centuries that followed. The seasons came and went, people lived and died in the bitter struggle that is life until at long last, the present day finally arrived.

Otto woke up and shouted "Errrr! Garlic." The count saw the skeletal form of the very late Professor and his faithful servant Igor. Otto asked for a cup of tea because he was dead parched but Igor lay still. The faithful Igor had waited for his master and died at his side. Calling upon his vast reserves of magic he reanimated Igor and proclaimed that he would become the ruler of the world. He called forth a mighty host of Undead creatures which had lain

at rest in his castle for eons and marched to war against any who would stand in his way.

Professor Cara Van Hellfire was a married man and his wife had a son before Cara Van fought the Vampire count and died. This son became a Vampire Hunter, got married and also had a son and this son was also a Vampire Hunter and guess, what, he had a son too (he had a daughter as well but she became a seamstress). This continued for centuries until just before Otto's rebirth, the Hellfire family had two sons and a daughter who all became Vampire Hunters.

The Hellfire Vampire Hunters heard of the rebirth of Otto Van Luthor and decided to intervene. The Doctor, Junior and Buffy Hellfire joined the Empire army led by a famous Imperial noble which was travelling East to Sylvania to stop the threat of the mad Vampire count.

As the army travelled East they heard grim tales of the evil Vampire and at sunset one day the army arrived at a small village which was surrounded by the forces of the dead. The Vampire Hunters set wards around the camp and the night passed with only a few distant screams from the village interrupting the black of night.

At dawn the Empire army prepared to charge into the village and they were greeted by the sight of an Undead horde waiting the other side of the village.

The Vampire Hunters reminded the army general that only a stake through the heart would despatch the Vampire forever and other methods of killing him would only delay the Vampire's attention for a few centuries. As the sun rose above the village the army of the Empire raced down into the village and the carnage of battle commenced.



Mark Gibbons

I'LL BITE YOUR KNEECAPS OFF!

OTTO VAN LUTHOR

Points cost

Otto Van Luthor	375
+ Bloodsword	25
+ Shadowcloak	15
+ Shapechanging scroll	25

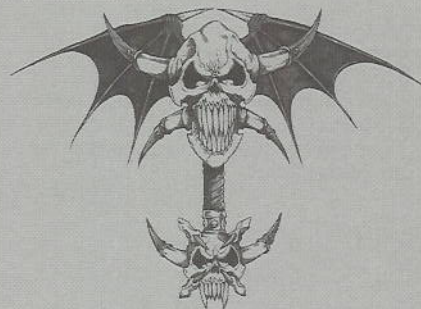
M	WS	BS	S	T	W	I	A	LD
6	8	6	7	6	4	9	4	10

Special rules

General: Otto Van Luthor is your army general and replaces the general from the Undead army list. All regiments within 12" may take Ld tests using his Ld characteristic.

Transfixing Glare: Make a Ld test if failed the victim is transfixed (see the Warhammer Armies Undead book).

Bite your neck: Otto may attempt to bite someone's neck. This may only be made on someone who is transfixed. The person is drained of blood and suffers 1 automatic wound.



Wizard: Otto is a Level 3 wizard and may have two Necromantic magic spells. He recovers these spells each time they are cast on the D6 roll of 5 or more.

Magic Items

Otto may carry four magic items in total. Three of these will always be the cards at the end of the article, Shapechanging Scroll, the Shadowcloak and the Bloodsword. You are free to choose another magic item from the magic item cards except for the Carstein Ring, Otto will not wear a ring which is usually worn by another Vampire, especially a ring which will win you this scenario far too easily for our liking.

I'LL BITE YOUR KNEECAPS OFF!

DOCTOR HELLFIRE

Points cost

Doctor Hellfire	121
+ Holy Water	25
+ Garlic	20
+ Crucifix	30

M	WS	BS	S	T	W	I	A	LD
4	6	6	4	4	3	6	4	10

Special rules

Healer: May heal any wounded model within his move distance of 4" during the turn after they die. Any models within 4" who are killed either lie down or put to one side and during the movement phase that Doctor Hellfire reached them he may attempt to heal one model on the D6 roll of 4+. If the model is healed stand him back up and put him with the unit he came from. He will have one wound. If the roll fails remove him and also remove models who were killed and are lying down from the table.

Magic Items

Doctor Hellfire may carry three magic items which will always be Professor Cara Van Hellfires Extra Strong Garlic, the Silver Crucifix and Holy Water. The magic item cards are printed at the end of this article.

JUNIOR HELLFIRE

Points Cost

Junior Hellfire	92
+ Blunderbuss	10
+ Garlic	20
+ Crucifix	30

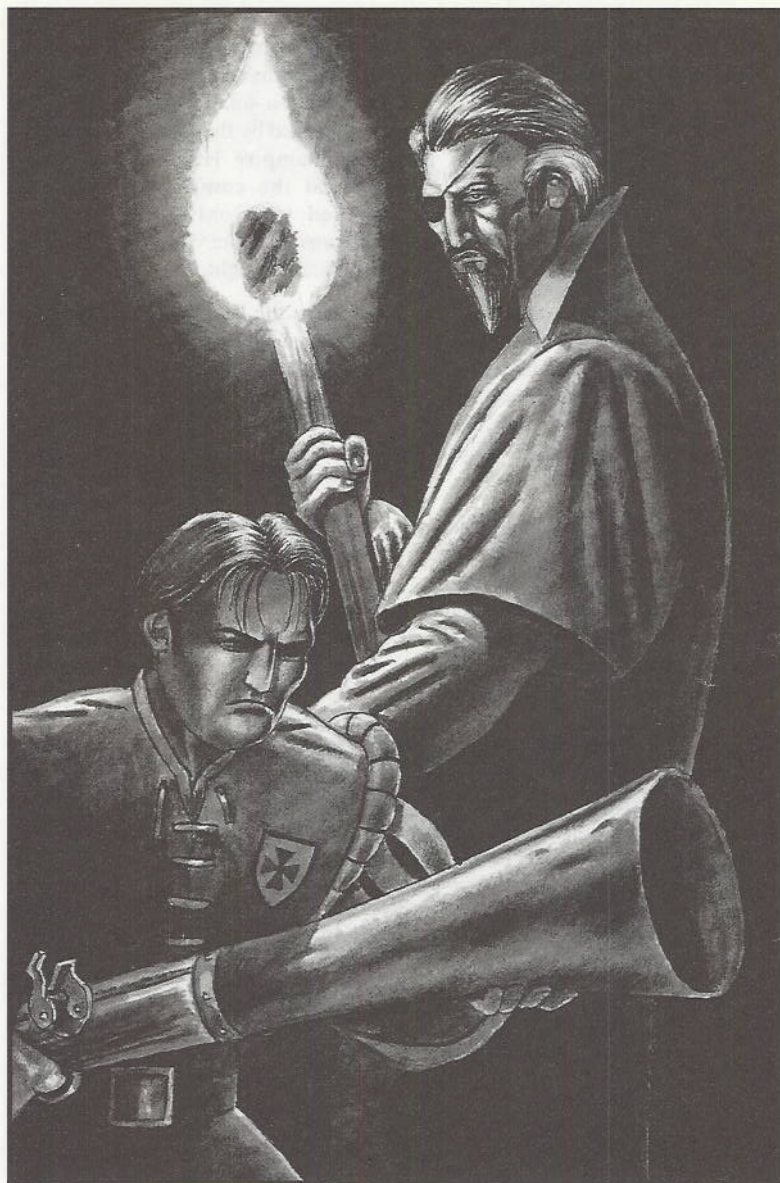
M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	3	5	3	10

Special Rules

Hatred: Junior is subject to Hatred against all Vampires.

Magic Items

Junior Hellfire may carry three magic items which will always be Professor Cara Van Hellfire's Extra strong Garlic, the Silver Crucifix and the Hellfire Blunderbuss.



John Wigley

THE SCENARIO

This is a Vampire Hunt. The Empire are very likely to win if they kill Count Otto and the Undead are most likely to win if the Vampire Hunters get their heads bitten off and all of their blood drained. Still Warhammer is a funny old world and anything could happen.

THE BATTLEFIELD

The battlefield needs to be set up with a village of five buildings in the centre of the table. Both sides should be able to reach the buildings in their first turn provided they march to them, so set them up 8" from the deployment zones. Other pieces of terrain such as hills and woods are placed according to the

rules. Both armies use the standard deployment zones and roll for how long the game will last as normal.



THE OBJECTIVE

In each of the five buildings is a young female of virginal quality. The Vampire must enter each building and suck out the blood of the maidens and the Vampire Hunters must prevent this from happening. The Vampire Hunters and the great Count Otto himself are also key objectives to winning this scenario.

THE VILLAGE SPECIAL RULES

It will take the remainder of a turn for Otto to suck the blood of the young maiden provided he has moved into the building with her inside during the movement phase. While sucking the blood the Vampire may not do anything else. Attack, cast spells etc. The Vampire Hunters may free the maidens by entering a building which still contains a female and releasing her from the hypnotic spell which has been cast upon her. The released young lady will follow the Vampire Hunter who is their rescuer around the battlefield.

Should a Vampire Hunter subsequently die at the Vampires hands then the evil count gets any maidens with them and scores the victory points for them. Should any other Undead forces except the Vampire kill a Vampire Hunter any maidens with them are slain as well and neither side gets the victory points.

When a maiden is rescued you should use a suitable miniature to

follow the Vampire Hunter around. The maiden may not attack or be attacked and therefore has no profile. The maiden will move as far as her rescuer does.

THE ARMIES

This scenario has been written with the intention that you create your own armies to fight with. That's right we're not going to tell you which army you must use, instead you can use your own favourite Undead army. There are, however, a few restrictions that we want to impose upon you.

The Undead must choose Otto and Igor and you may not take any of the Undead special characters. The Undead army are free to choose another Vampire but he cannot gain victory points for sucking the blood of the maidens. The Undead army must be chosen from Warhammer Armies Undead.

The Empire army must take the Vampire hunters special characters, included in this article and may not take any other special characters. The Empire army must be chosen from Warhammer Armies Empire.



John Blanche

I'LL BITE YOUR KNEECAPS OFF!

John Wigley



BUFFY HELLFIRE

Points cost

Buffy Hellfire	68
+ Buffy's mirror	5
+ Garlic	20
+ Crucifix	30

M	WS	BS	S	T	W	I	A	LD
4	5	5	3	3	3	6	2	9

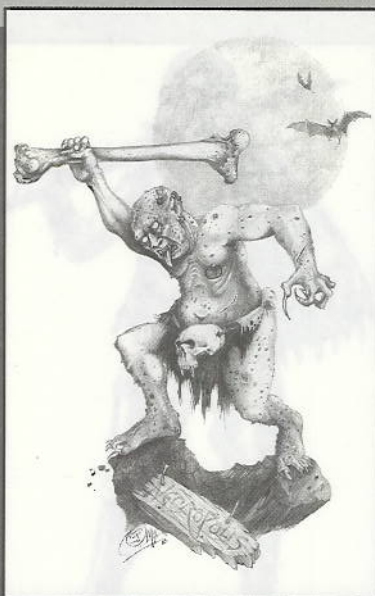
Special Rules

Frenzy: Buffy can work herself up into a frenzy when attacking Vampires. Just by thinking about what Vampires do to young Maidens. Buffy is subject to frenzy as described in the Warhammer Rule book against Vampires only.

Magic Items

Buffy Hellfire may carry three magic items which will always be Professor Cara Van Hellfire's Extra Strong Garlic, The Silver Crucifix and Buffy's beauty mirror.

I'LL BITE YOUR KNEECAPS OFF!



John Blanche

MINIATURES TO USE IN THIS SCENARIO

These are suitable miniatures that you could use to represent the characters in this scenario.

Otto Van Luthor - we used Vlad Von Carstien

Igor The Hunchback - Luthor from the forthcoming Catacombs of Terror, Warhammer Quest Adventure pack.

Doctor Hellfire - Warhammer Quest Imperial Noble

Junior Hellfire - the Empire war wagon crewman with blunderbuss

Buffy Hellfire - an old Norse Valkyre number 074056/8

VAMPIRE HUNTER SPECIAL RULES

Each Vampire Hunter is armed with a Sword and a wooden mallet. The mallet does not count as an extra hand weapon but is used for hammering stakes into Vampires. And speaking of stakes each Vampire Hunter carries blessed wooden stakes.

Blessed Wooden Stakes: -1 to hit, Strength = 5, if the wooden stake does damage then it causes 2 wounds against Vampires only.

Vampire Hunters may not be the army general and cannot lead a regiment. The Vampire Hunters move independently (although its best to have them close together so that all three confront the Vampire at once).

Magic items

Each Vampire Hunter may carry three magic items. Two of these will always be Professor Cara Van Hellfire's extra strong Garlic and the Silver Crucifix. Each specific Vampire Hunter has their third magic item described fully on the Magic Item cards at the end of this article.

Its very easy to make your own magic item cards. All you need to do is photocopy the following two pages. Cut the magic item cards out and glue them onto stiff card. They will then be sturdy enough for you to use in many more games to come in the future.

SCENARIO OPTIONS

This scenario is easily adaptable to suit your own armies and preferences. For example you might have a friend who has an Undead army but you might have a Dwarf army. It is perfectly alright to use the Dwarf army by simply adding the Vampire Hunter characters to the army list.



The characters given in this scenario can be used in other games of Warhammer that you play. So if you really want to take care of those pesky Vampires you could take one of our special Vampire Hunter characters. I'm certain you will.

VICTORY CONDITIONS

At the bottom of this page is a table showing this scenarios victory conditions. It is clearly explained below how many VP's each player receives for their successes.

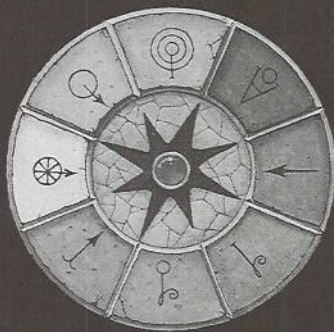
I hope you all enjoy playing this scenario. Have a chilling Halloween OOOOhhhhh!!!

VICTORY CONDITIONS TABLE

Both players gain victory points for breaking and destroying units as the normal Warhammer rules dictate. The following special victory conditions apply to this scenario only. Note that the victory points for the special characters included in this scenario are included here and no other VP's should be added for them.

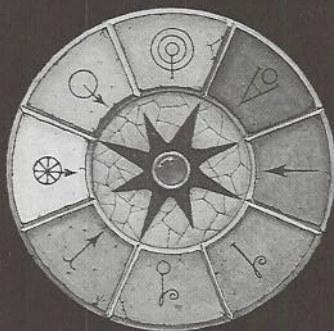
EMPIRE:	8	Vampire Hunters kill Otto Van Luthor with stake in heart
	4	Otto is put to sleep / Otto is killed by another model or weapon
	2	For every maiden rescued by the Vampire Hunters
	1	Per wound caused upon Otto Van Luthor
	1	If Igor is killed by any model in the Empire army
UNDEAD:	3	Per Vampire Hunter killed by Otto
	1	Per Vampire Hunter killed by anyone else in the Empire army
	2	For every maiden who has had her blood sucked from her by Otto
	1	If Igor stays alive to protect his master
	1	Per wound caused by Otto upon any of the Vampire Hunters

MAGIC ITEM



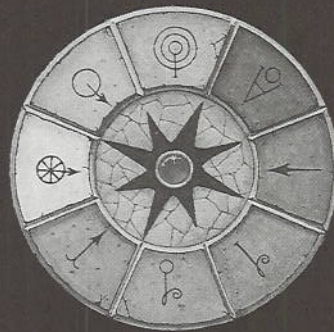
MAGIC ITEM

MAGIC ITEM



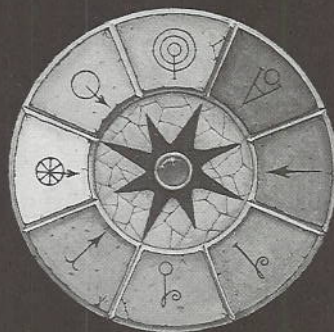
MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM 20 POINTS

PROFESSOR CARA VAN HELLFIRES EXTRA STRONG GARLIC

This extra strong garlic can make Vampire's fall fast asleep with one whiff.

If you win the combat instead of taking a LD test the Vampire falls asleep. Lie him down. While down he may be hit automatically. For this reason Vampires Fear garlic and must make a fear test to charge a Vampire Hunter with garlic. Lasts for one turn only. One use only.

USE ONCE AND DISCARD
VAMPIRE HUNTERS ONLY

MAGIC ITEM 25 POINTS

BLOODSWORD

This sword drips with blood constantly and is believed to have had blood involved in the forging process of the blade. The potent bite of the Bloodsword drains the victim of their blood in no time at all.

The Bloodsword causes D3 wounds every time it inflicts damage with no armour saves allowed except magic armour.

OTTO ONLY

MAGIC ITEM 25 POINTS

SHADOWCLOAK

The Shadowcloak is made of the darkest fabrics and shifts magically, confusing the eye and making the Vampire who wears the cloak a difficult target to hit.

A Vampire wearing the Shadowcloak is very hard to hit. There is a -1 to hit penalty against him in hand to hand combat and shooting.

OTTO ONLY

MAGIC SPELL 25 POINTS

SHAPECHANGING SCROLL

This scroll contains a powerful spell which can alter the Vampire's form.

The Vampire may use this scroll once during the battle to change form. This alternative form lasts until the end of the turn. The Vampire may move into combat while in an alternative form but will not count as charging.

GIANT BAT - May fly up to 24". May not attack but may move over models and obstacles with no penalty. Enemies may not attack a Vampire in Giant Bat form.

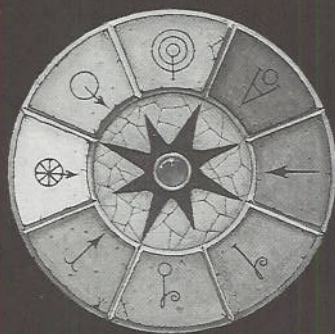
ETHEREAL MIST - May move 8" through any model or obstacle. May not attack while Ethereal but causes Fear. When he returns to the table he will have recovered 1 wound, this cannot push the Vampire's wounds past his starting wounds of 4.

USE ONCE AND DISCARD

OTTO ONLY

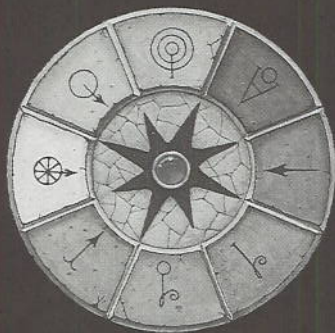
I'LL BITE YOUR KNEECAPS OFF!

MAGIC ITEM



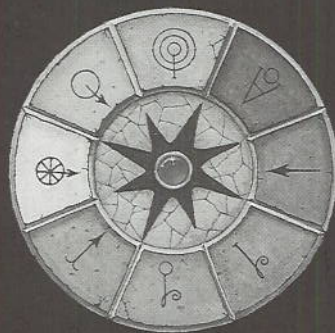
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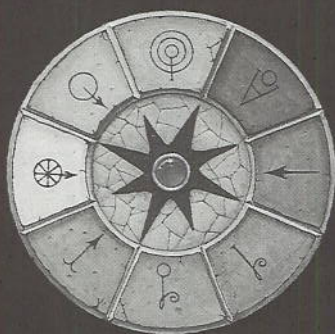
MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM 5 POINTS

BUFFY'S BEAUTY MIRROR

Buffy carries a mirror with her at all times. Usually she uses this for checking her hair is perfect. When hunting Vampires Buffy uses the mirror to block Vampires transfixing glare.

When a Vampire attempts to transfix Buffy she may use the mirror to block his glare. Roll a D6, on a roll of 1-3 Buffy is not quick enough and must make a LD test as normal, but on a roll of 4-6 Buffy blocks the glare with the mirror and will not be affected.

BUFFY HELLFIRE ONLY

MAGIC ITEM 10 POINTS

HELLFIRE BLUNDERBUSS

Junior carries an old and deadly weapon called the Hellfire blunderbuss which fires wooden stakes.

Junior is at -1 to hit with this weapon, has a range of 12" and uses the same rules for stakes (See main rules). The Hellfire blunderbuss takes one turn to reload during which Junior may not move or attack although he may defend himself if attacked.

JUNIOR HELLFIRE ONLY

MAGIC ITEM 25 POINTS

HOLY WATER

Holy Water is a Vampire's bane and burns the skin of a Vampire upon contact.

A phial of Holy Water may be thrown 8" towards a Vampire in the shooting phase. If Doctor Hellfire hits, the Vampire must make a roll to avoid the holy water. Roll a D6 and on a roll of 6 Otto has dodged backwards 2" away from the Holy Water. On a roll of 1-5 Otto takes an immediate Wound and has -1 to all of his dice rolls for the rest of the turn.

USE AND DISCARD

DOCTOR HELLFIRE ONLY

MAGIC ITEM 30 POINTS

SILVER CRUCIFIX

The Silver Crucifix has long been a sign of warding against creatures of the night and this magical silver crucifix distracts a Vampire's attention in combat.

During the first turn of combat between a Vampire Hunter and a Vampire the Vampire Hunter strikes first by distracting the Vampire for a split second with the Silver Crucifix. This applies even if the Vampire was the one who charged.

VAMPIRE HUNTER ONLY

BLOOD BOWL

BLOOD BOWL SQUIGS

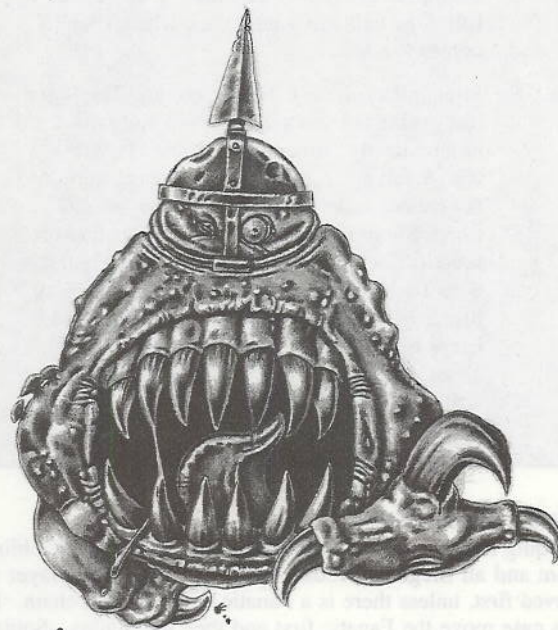
BY PHIL LOWLES

With a little help from Gareth Hardy and Jamie Taylor for sending me their ideas and to Mark Jones the mad Squig of the 'Eavy Metal team for playtesting the nasty little critters!

Goblin teams have for a long time been regarded as being the worst teams in the game. Their only worthwhile addition to the melting pot that is Blood Bowl is the many various cheating Goblins and their wacky ideas. From Chainsaws and Pogo Sticks to Bomb throwers and Ball and chain wielding fanatics to name but a few.

A little known Goblin team which plays in Gorgoths tribal Leeg 5th division called the Squig Hunters, had a large Squig mascot which they kept in a big steel cage beside their piteously small pitch. During one game against a Halfling team called the Mootland Mountaineers, who were travelling the Bad Lands playing friendly matches against the local teams, the Squig broke out and rampaged onto the pitch killing 6 of the Halflings and knocking the rest back into their food festooned dug out. The Mountaineers did not play any more friendly games after that.

Squigs became an instant hit with Goblin teams and the craze has now swept up into the bigger Goblin teams such as the Evil Gits, the Lowdown Ratz and even the Underworld Creepers. Many teams now have bands of Squig Hunters searching the deep mountain caves of the Warhammer world for ever bigger Squigs to use in the Blood Bowl arena.



John Wigley



Squigs may only play for Goblin teams. The Goblin team must hire a team of Squig Hunters to use Squigs in his team. They have no effect on the game but they are the only Goblins who know how to handle a Squig. Usually with a big club to the Squigs head, here is the new Goblin team list with new added Squigs.

GOBLIN TEAMS

Qty	Position	MA	ST	AG	AV	Cost	Skills
0-16	Goblin	6	2	3	7	40,000 GP	Right Stuff, Dodge, Stunty
0-3	Squigs	D6	4	3	7	50,000 GP	Razor Sharp Fangs, Thick Skull, Frenzy

Team Rerolls: 60,000 each

Squig Hunter Band: 50,000 (Cannot buy Squigs without a band of Squig Hunters)

BLOOD BOWL SQUIGS

SQUIGS AND THE FOOTBALL TABLE

D6 Result

- 1-2 Squig eats football. The Squig has eaten the football and the game must be restarted. The Squig is sent off and may not come back on because it is against the rules to eat the football you know. The team which made the last kick off must kick off again.
- 3-4 Squig kicks the ball. Roll for a random direction using the scatter template. The ball is kicked D6 squares in this direction. If the ball passes through a players square then they may attempt to catch the ball with a -1 to the dice roll. The ball will scatter once when it finally comes to a halt.
- 5-6 Squig picks up the ball in its mouth. The Squig has got the ball between its teeth and runs around madly. Imagine this to be like a dog with a ball in its mouth. He moves as normal but cannot make a block and cannot use his Razor Sharp Fangs when he has the ball in his mouth. Each turn roll a D6. On a 1 the ball has burst on his razor sharp teeth and he is sent off just as in a 1-2 result above, on a 2-5 result he keeps hold of the ball and continues to run about with it, and on a 6 he drops it and the ball will scatter once. This is the only way a Squig can score a touchdown.

Squigs Special Rules

A Squig must be moved before anything else on the Goblins team and an illegal procedure is called if another player is moved first, unless there is a Fanatic with ball and chain. In this case move the Fanatic first and then the Squigs. Squigs move using the throw-in template just like the Goblin Fanatic with Ball and Chain. Roll a D6 to see how far the Squig moves first and then position the template in the direction you want him to go in and roll a dice. Do this for every square of movement the Squig has.



Just like the fanatic the Squig does not have a tackle zone and he never has to make a dodge roll to leave a square adjacent to an opponent because nobody would be stupid enough to try and stop a rampaging Squig. A Squig can however, be blocked by an opposing player if any would be so insane to do so. A Squig is injured as normal and unlike the fanatic does not always injure himself when he falls over.

When a Squig moves into a square which is occupied, friendly or enemy- Squigs do not care, then he will make a block. To move into the same square as a player the Squig must first be adjacent to him and when he rolls to move the template must indicate that he will move into the opposing players square. This does not count as the teams blitz action. The Squig can keep moving and blocking as many times in one turn as it has movement or until he is knocked over. Note that a Squig has Frenzy skill and follows up and blocks again as per normal for the Frenzy skill. A Squig cannot assist blocks but other players may lend assists as normal.

If a Squig moves into a square occupied by a prone player then the Squig will foul them, friendly or otherwise. They can be sent off as normal by rolling a double. Only one foul may be made a turn so should a Squig attempt to foul a prone player after the teams foul has been used this turn then the prone player will just be pushed back one square away from the Squig menace.



When a Squig is getting up from being knocked down you must roll for how many squares the Squig will move first. If there is insufficient movement to get up he cannot get up. No this does not count as a turnover at all.

A Squig cannot do anything with a football. This includes throwing, catching, handing off or anything! So if the ball ends up in a square with a Squig occupying it then roll a D6 and consult the table (left) to see what happens to the football.

Hiring new Squigs

Squigs cannot be hired once a league has begun. Instead you have to trust your band of Squig Hunters to seek out a new Squig for you. Once per post match sequence you may roll a D6 to see whether your Squig Hunters find you a new Squig or to see if the Squig Hunters die on their dangerous quest..

SQUIG HIRING TABLE

D6 Result

- 1 Squig Hunters are killed in the deep caves. Remove Squig Hunters from team roster. You must hire a new band of Squig Hunters immediately, they cannot search for a new Squig until after the next match. If you cannot afford to buy a new Squig Hunters band then all of your Squigs run off back to their cosy caves.
- 2-3 Your Squig Hunters fail to find a new Squig. They may try again after the next match has been played.
- 4-6 The Squig Hunters bring you back a great new Squig. You must pay the hiring price of the Squig to your Squig Hunters. Deduct the money from your treasury and add the Squig to your team roster. If you cannot afford this then the Squig Hunters leave along with all of your Squigs.

Mark Gibbons



SQUIG STAR PLAYERS

When your Squigs gain star player points and become star players then you may choose skills from General, Strength or Physical. You will have to use common sense and choose skills which reflect Squigs nature. We don't want any Squigs with Big Hands, Squigs do not have any arms afterall.

Included with this article is full rules for a Goblin Squig Hopper and at the bottom of this page is his star player card. You may photocopy this page and cut the star player card out. Then simply glue it onto card and there you have a new Squig Hopper star player. Good hey!

Squig Hopper Star Player

Soon after Squigs hit the Blood Bowl turf a mad Goblin called Fuggit decided it would be a great idea to sit on one and ride about on it. Fuggit bought a Squig from a Squig Hunters team and soon began to learn how to ride him. Fuggit found it was more difficult than he had at first thought. For starters he kept falling off and hurting himself. But being a persevering Goblin, apart from being stupid that is, he kept trying and one day he had mastered the Squig which he named Biter and then hopped down to his local Blood Bowl match.

It was not long before a coach spotted Fuggit riding Biter and signed him up on a two year contract. That very afternoon Fuggit and Biter became a big hit with the fans bounding around the pitch in a completely mad fashion. The Goblin fans wanted more and more Squig Hoppers were soon playing Blood Bowl.

None of the newer Squig Hoppers could match up to Fuggit and Biter though and the pair were quickly enticed into the big Blood Bowl teams with the lure of lots of money and rats to eat. Since then Fuggit and Biter have played for dozens of teams and have played in all the major competitions.

Special rules: Penalty roll 8+

A Squig Hopper moves and blocks in exactly the same way as a normal Squig. The difference is that instead of blocking the Squig Hopper can attempt to leap over the player and continue the move on the other side of the opponent. This can be done when the template indicates the Squig Hopper is about to move into an opposing player. Make an agility roll as normal and if successful the Squig Hopper lands in the square the other side of the opponent. This takes up two squares of the Squigs movement and if the Squig does not have enough move to make the leap then he may go for it to leap. If there is no empty square on the opposite side of the player then he will just have to block the player in his way. You can choose whether to block or to leap when the template indicates you are going to collide with another player whether its a friend or a foe.

Every turn after the Squig Hopper has moved the Goblin player must roll a dice. On a 1 the Goblin has fallen off and is automatically injured, make an injury roll. On a 2 or more the Goblin stays on the Squig and is fine this turn. The Statistic line on the star player card incorporates both Squig and Goblin so if one gets injured they are both injured.

If the ball ever ends up in the Squig Hopper's square then the Goblin makes a roll to see whether he catches the ball or not as usual. Do not count the +1 for picking up the ball if the Squig Hopper should attempt this dangerous stunt. If the Goblin does catch the ball then he has grabbed it before the Squig does. If the Goblin drops the ball then the Squig gets it and you must make a roll on the Squigs and the football table as normal.

Hiring Fuggit and Biter - Counts as 1 player

Fuggit can keep Biter under control and therefore you do not need a Squig Hunters team to have Fuggit and Biter, although you do if you want any more Squigs on your side.

★ FUGGIT AND BITER SQUIG HOPPER ★	
	MOVEMENT D6
	STRENGTH 4
	AGILITY 3
	ARMOUR 7
	SKILLS Razor Sharp Fangs Thick Skull Frenzy Leap
SPECIAL SQUIG HOPPER	
100,000 GOLD PIECES	

EPIC TITAN LEGIONS

EPIC CHARACTERS AND TROOPS

By James Funnell

"Gigantic war machines clash in epic conflict", or so it says on the box. In the shadow of Titans and the foot print of the mighty Ork Gargants lurk infantry, countless unsung champions and a few mighty heroes can be found on every battlefield and here I present to you a few of the most feared troops and deadly individuals with which you can conquer your enemies.

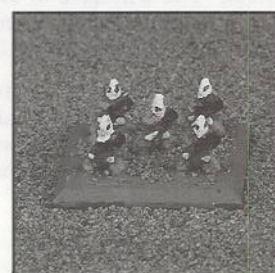
Over the next few pages you will find a selection of Imperial Guard, Space Marine and Eldar characters, I have included brief modelling and painting suggestions with each set of rules. I have also included army cards for all of the new Characters and squads, to make these all you have to do is photocopy the page (if we hear that any one has been cutting up their lovely Journal we shall be paying them a visit and introducing them to "Gavin" our pet Face Eater Squig). Cut out the Army card and stick the two halves together. Simple eh.

The following are some photos to give you an idea what your models should look like.

Legion of the Damned Space Marines



Eldar Warp Spiders



Imperial Confessor and troops



Imperial Confessor



Imperial Guard Colonel with Bodyguards



ELDAR WARP SPIDER ASPECT WARRIORS

The Eldar have many Warrior aspects, some of which are unique to specific Craftworlds, but most are common to all.

Each warrior Aspect on a Craftworld is represented by a shrine. within these shrines the aspect warriors are trained in the lore of combat. Their minds and bodies are honed with endless exercise, both physical and spiritual, until they become suffused with the aspect of Kaela Mensha Khaine that their shrine represents.

The Warp Spiders take their name from the tiny creatures which may be seen within the dome of crystal seers amongst the wraithbone trees. These minute sparkling creatures can move anywhere within the Craftworld by means of the wraithbone core and aggressively hunt down intrusive psychic forces. They are attracted in vast numbers to the presence of any invasive psychic entities and act much like the white blood cells in the human body which hunt down and neutralise foreign bacteria.

The Warp Spider Aspect warriors epitomise the doctrine of aggressive defence. Their armour contains a compact warp- generator enabling the warriors to make short warp-jumps, disappearing and reappearing some distance away. This enables them to make sudden and totally unexpected attacks upon their foes, using a deadly death spinner to entangle their prey in a cloud of mono-filament wire.

USING WARP SPIDERS IN EPIC

Warp spider aspect warriors move and fight in a unique way. The movement allowance on the profile represents their maximum move, if a warp spider charges it will not double its move (but may enter close combat). If a warp spider moves more than 15cm there is a chance that the stand will become lost in the warp, roll a D6 if you score a 1 then the stand is destroyed.

The Warp Spiders also conduct shooting in a different way to most troops. If a stand has first fire or advance orders the Warp Spiders may fire during the movement phase, if they are moving then their shots can be worked out at any point during their move, simply stop them, fire and then move them the rest of the way.

Warp Spiders are armed with a deadly Death Spinner, these weapons use the small tear dropped shaped template (stream of corruption template). Anything underneath the template will be hit on the D6 roll of 3+ and must make an unmodified save or be destroyed.

Because of the Warp Spiders small size and the way that they disappear and reappear during their movement the warp spiders have a 6+ unmodifiable save on 1D6.



Mark Gibbons

MODELLING THE WARP SPIDERS

To make my Warp Spiders I converted some Epic Dark Reaper aspect warriors, very little work needs to be done to turn these models in to Eldar Warp Spiders.

You will need 20 of the Epic Dark Reaper models (enough to make 4 infantry stands). To convert them in to Warp Spiders simply cut off the targeting vanes that are on both sides of the helmet and trim down the Dark Reapers missile launcher.

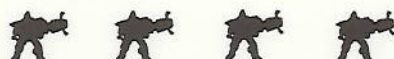
The Warp Spiders have a very simple colour scheme.

- 1 - Give them a red base coat.
- 2 - Paint their gun and back pack black.
- 3 - Paint their heads and knee pads in white.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warp Spiders	30cm*	6+*	+2	Death spinners	template		3+	0	Warp jump. see rules

WARP SPIDER ASPECT WARRIORS

A unit of Warp Spider Aspect Warriors consists of four Warp Spider troop stands.



POINTS VALUE 250

WARP SPIDER ASPECT WARRIORS

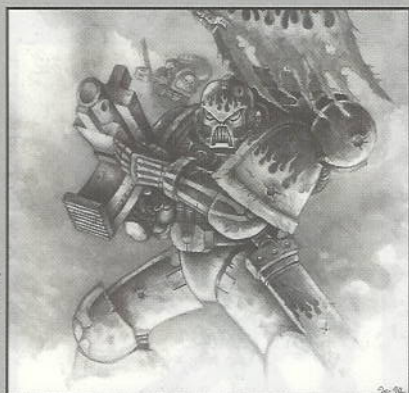
BREAK POINT 2: The unit is broken once it has lost 2 troop stands. Once the unit is broken it must take a morale check.

MORALE VALUE 2: Warp Spider Aspect Warriors must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VP when this unit is broken

LEGION OF THE DAMNED



MODELLING THE LEGION OF THE DAMNED

Making a Detachment of Legion of the Damned Space Marines is very simple, just make up six Space Marine infantry stands.

As you can see from the picture Legion of the Damned Space Marines have a complicated colour scheme. Unless you are an accomplished painter the best way to paint these Space Marines is to give them a black base coat and then paint red flames on to the legs and shoulder pads.

LEGION OF THE DAMNED SPACE MARINES

The Legion of the Damned is a mysterious and unexplained occurrence. In times of great adversity the legion will come to the aid of Space Marines in battle, turning defeat into victory, and even protecting the Imperium from some terrible catastrophe. Afterward the Legion vanishes in to thin air, leaving no trace of their presence or clues as to their origin.

USING THE LEGION OF THE DAMNED IN EPIC

The Legion of the Damned are a very rare and special unit, appearing only when their brother Space Marines are in dire trouble. To represent this a Single unit from the Legion of the Damned counts as a special card. You can include one special card in your army for every company card.

The Legion of the Damned do not deploy with the rest of your army at the beginning of the game. Instead they will appear to reinforce a Space Marine unit that is in trouble.

The Space Marine player must keep a note of which Space Marine unit the enemy broke first (if the unit is completely wiped out by the end of the turn then ignore them). The Legion of the Damned will appear in that turns end phase, place the detachment anywhere within 25cm of the Space Marine unit that broke, the Legion of the Damned can now be given orders like any other unit from the next turn onwards.

Note that if no Space Marine unit Breaks during the game then the Legion of the Damned will not appear.

The Legion of the Damned are fearless and stalwart warriors and may therefore ignore any morale based tests that they would normally have to take, at the same time their mysterious nature and the fearsomely chilling battle dress that they wear causes fear in their foes. Any enemy that are charged by the Legion of the Damned must make a morale test or immediately go on to fall back orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Legion of the Damned	10cm	none	+4	Bolters	50cm	1	5+	0	see rules

SPECIAL CARD

LEGION OF THE DAMNED SPACE MARINE DETACHMENT

A Legion of the Damned Space Marine detachment consists of 6 Legion of the Damned Space Marine stands.



POINTS VALUE 350



LEGION OF THE DAMNED SPACE MARINE DETACHMENT

The Legion of the Damned do not deploy with the rest of your army, instead place them on the table within 25cm of the first Space Marine unit to break during the subsequent orders phase.

Any unit charged by a detachment of Legion of the Damned Space Marines must take a morale test or go on to fall back orders.

BREAK POINT 4: The detachment is broken once it has lost 4 stands of Space Marines.

MORALE VALUE: The Legion of the Damned are fearless and stalwart warriors who never have to take morale tests for any reason.

VICTORY POINTS 4

Your opponent gains 4VPs when this detachment is broken

IMPERIAL GUARD COLONEL

An Imperial Guard Colonel is in charge of an entire regiment, together with other senior officers and his personal bodyguard he forms the Regimental HQ and during a battle they are often found inside a massive Leviathan mobile command centre, from where they can effectively command an entire army. However sometimes situations arise when troops need to be lead personally, Leviathans are large and cumbersome, providing an excellent target for the opportune enemy. Therefore it is often safer for a colonel to personally inspect a battlefield, accompanied by his most trusted and hardy Guards. From this position he can personally command the armies' best troops and take advantage of opportune situations more effectively.

During the game the Colonel acts in a similar way to a company HQ. He is allowed to give orders to any Imperial troops that are within 25cm of him, also because the colonel is personally overseeing the battle you are allowed to change one order counter of a unit that is within the colonel's command radius after all other orders have been revealed.

If the Colonel is killed the troops that were under his command may lose their faith and panic. Any detachment that is under the Colonels command when he is killed must take a morale test or immediately go on to fall back orders.

The colonel is accompanied by his Elite Guards, these consist of 5 Imperial Guard troop stands and 3 Imperial Chimera troop transport vehicles. These elite troops are particularly courageous and will only break if the Colonel is killed, if he is killed then they must take a morale test as normal.

The Colonel is a command unit and as such he may charge and first fire in the same turn, his bodyguards and the accompanying Chimeras are not command units and must be given orders in the usual fashion.

MODELLING THE COLONEL AND HIS GUARDS

The Colonel command stand is easy to model but needs to stand out from the rest of your armies HQ stands. For the Colonel himself I used a Commissar miniature and included this on an infantry stand along with two Imperial Guard standard bearers and two Imperial guardsmen. To make the Colonel look different to a commissar I painted him white and gave him a Powersword instead of the Commissars chainsword.

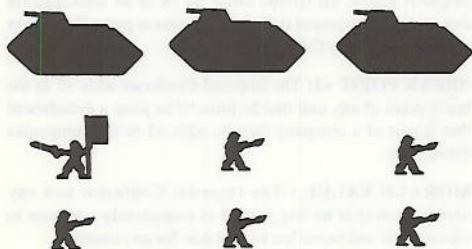
The Colonels guards are even easier to make, simply make up five stands of Imperial guardsmen but make sure that they are given a different colour scheme to the rest of your Imperial guardsmen so that they look more important.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Colonel	10cm	none	+4	Pistols	25cm	2	4+	0	Command unit Gives orders
Personal Guards	10cm	none	+2	Lasguns	50cm	1	5+	0	
Chimera	20cm	3+	+1	Multi-laser	25cm	1	4+	0	

SPECIAL CARD

IMPERIAL GUARD COLONEL

The Imperial guard Colonel is accompanied by five stands of elite personal guards and three Chimera armoured transports.



POINTS VALUE 250



IMPERIAL GUARD COLONEL

The Colonel is a command unit and so needs no orders and never needs to check morale, the Chimeras and his personal guards are not command units and so need orders as usual. Because the Colonel is an inspirational leader he may give orders to any Imperial Guard troops that are within 25cm of him. The Colonel is also a superb tactician and this allows you to change the orders of one Imperial Guard unit that is within 25cm after all other orders have been revealed.

BREAK POINT : This unit will be broken only if the Colonel stand is destroyed. If this happens then any detachment that was under the Colonels command (including his personal guard) must take a morale test or go on to fall back orders.

MORALE 3: The Colonels personal guards must roll a 3+ on a D6 to pass their morale test.

VICTORY POINTS 3

Your opponent gains 3 VPs when the Imperial Guard Colonel is destroyed.

IMPERIAL CONFESSOR



MODELLING A CONFESSOR

To make the Confessor model take a Commissar model and trim down its peaked cap so that it looks more like a cowl. Then cut off the laspistol from the Commissar model and replace it with a small square piece of cardboard to represent a book.

Now you have the Confessor modelled place him on an infantry stand along with an Imperial guard standard bearer and three other models.

Paint the Confessor predominantly black while the other troops on the stand should be the same colour as the rest of your Imperial guardsmen.

IMPERIAL CONFESSOR

Confessors are roaming zealots, devotees who have come so close to the Emperor's divinity that they are no longer wholly sane. They are messianic figures whose words can stir human emotions and touch the very soul. A Confessor can lead men cheering into certain death, or turn their darkest despair into wild joy.

Confessors are especially zealous Preachers who have been offered confessorship by their Cardinals, they are not in charge of any shrine but are free to wander about within and preach amongst the population. They are supreme architects of mass emotion. Under the spell of a Confessor, huge crowds will rush forwards to divulge their personal heresies and betray their neighbours.

The Confessor is a command unit and can therefore charge and first fire. During the game a Confessor will join one of your infantry detachments and lead it, he may not leave the detachment during the game.

Although the Confessor leads the detachment he may not give it orders, however if the detachment is unable to be given orders they will automatically be given charge orders if they are lead by a Confessor and will charge at full movement towards the closest enemy.

Any unit that is lead by a Confessor becomes utterly fearless and the Confessors rantings drive them into a killing frenzy, as a result of this troops that are lead by a confessor never need to take a morale test for any reason and their CAF is increased by +1 for the rest of the game.

Because the Confessor joins a detachment he does not have his own break or victory points, instead he adds +1 to the break point of the detachment that he joined and +1 to the amount of victory points that the detachment is worth. If the detachment is part of a company then the +1's are added on to the companies break and victory points value.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Imp Confessor	10cm	none	+4	Pistols	25cm	1	5+	0	see text

SPECIAL CARD

IMPERIAL CONFESSOR

The Confessor consists of a single infantry stand that may join an infantry detachment of your choice.



POINTS VALUE 100



IMPERIAL CONFESSOR

The Imperial Guard Confessor is not a command unit and has the same orders as the Infantry detachment that he has joined, he may not give this detachment orders so they still have to be within 25cm of a command unit to be given orders, however if the unit is not within 25cm of a command unit they will automatically be given charge orders and will move towards the closest enemy at their maximum movement rate. The Confessors mad rantings and utter devotion to the emperor drives all troops close by in to an unstoppable frenzy, any detachment that the Confessor is part off will gain a +1 bonus to their CAF.

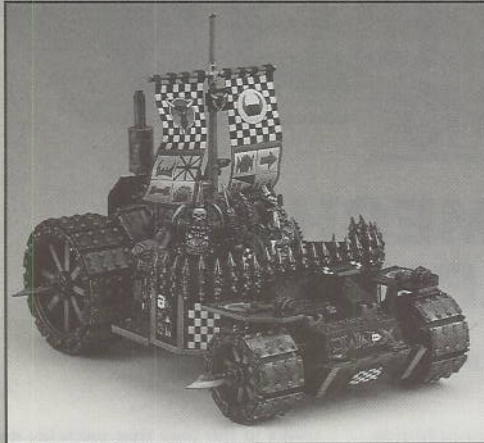
BREAK POINT +1: The Imperial Confessor adds +1 to the break point of any unit that he joins, if he joins a detachment that is part of a company then he adds +1 to the companies break point.

MORALE VALUE : The Imperial Confessor and any detachment that he has joined is completely immune to morale tests and never has to take one for any reason.

VICTORY POINTS +1

The Imperial Confessor adds +1 to the victory points value of the infantry detachment that he has joined.

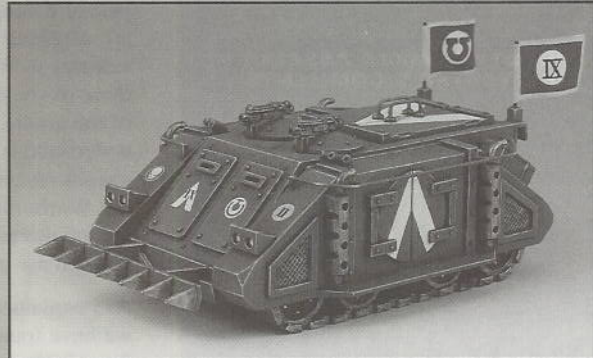
SOME NICE PICTURES OF THE NEW AND OLD VEHICLES FROM THE DESIGN STUDIOS ARCHIVES



Above, you can see the prototype of the Ork Battlewagon. The finished kit is to the left.



This is a model that only first edition Warhammer 40,000 players will know and just goes to show how we had to make things in the 'good old days' out of a roll-on deodourant and various bits and pieces, including of all things a spoon.



The original troop transport, and indeed tank that Games Workshop produced was the Rhino, and it is still one of the most common and widely used models in Warhammer 40,000 games. Recently the Rhino has been used for the basis of the Razorback and Whirlwind conversion kits which has given the old Rhino kit a new lease of life.



The Chimera troop transport kit, following on from the Rhino, it has already been used as the base hull for one variant so far, and of course the three others in this issue of the Journal.



The Orgus Flyer, an ancient flyer from the days of Warhammer 40,000 Rogue Trader. Apparently it was the prototype for the Landspeeder!



The Space Marine Dreadnought is by far the most popular vehicle, and in comparison to the old one you can see just how awesome and truly sexy it really looks now.



ADAPTING THE MECHANIC STUFF - PART II

By Jervis Johnson

PROTOTYPE MK14 ASSAULT BIKE TESTER'S COMMENTS

Geno-sensor - vast improvement over Mk13: the sensor picked up my print and fired the engine as soon as I touched the seat. Better than the old retinal identification system - since the Mk12 burned an eye out, I'm glad to see the back of it.

Body-config - good: the extra hydraulics in the steering gear bring the whole instrument panel into reach from either hand.

Bit more shove than the old model so I was glad of those hug-seats with the wind pushing hard at me. The standard full-throttle maximum burn and overheat tests showed a definite weakness in the front exhaust manifolds. As this was the Mk14's first red-run, this was to be expected. Suggest we move the first couple of exhaust bars under the machine and well clear of the rider's right leg. I couldn't reach the emergency medi-kit on the prototype model - but the doc says they can graft a new leg on and I'll be back on the road sometime next week.

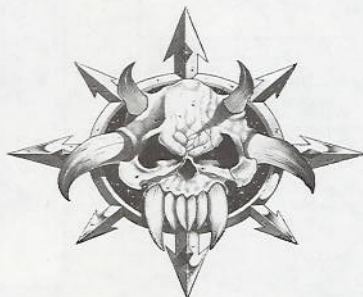
The twin bolters performed well. The new feed belts definitely need some work as the destruction test blew out far too early. The extra speed of the Mk14 is too much for the old deflectors - I caught almost four grams of shrap in the left lung mostly from the shattered shielding. Doc's got me in the cybron-gill - but he's promised me something better soon. I haven't seen the specs on the full-speed collision test. I'll have to save your bones not pulp your whole chest cavity.

Summary. Fine piece of metal. A vast improvement on the Mk13. More chrome please.

John Blank

This is the second and concluding part of a couple of articles offering an alternative set of rules for vehicles in Warhammer 40,000. For those of you that missed the first part of the article, the important thing to understand is that these rules are not a replacement for the vehicle rules in the Warhammer 40,000 rulebook, but an alternative to those rules that you can use or not at your whim.

As I explained in the original article, we have found that the system used for vehicles can throw up a number of inconsistencies and rules problems, because the way that vehicles are attacked and move is different for that used by other models. However, we are not absolutely sure that the vehicle system really needs to be changed, so we are publishing these rules in order to get feedback from you lot. If you like the old system, write in and tell us why - and if you think this new system is the better of the two, or could be with some changes, write in and tell us about that instead!



The first part of the article looked at the way that vehicles were damaged and offered an alternative system based on that used for 'ordinary models'. This part of the article

looks at the way that vehicles move, and offers an alternative, again based on the movement rules for ordinary models. However, before I get on to the new rules it is important to identify exactly what I see as being the problems with the vehicle movement rules.



At present vehicles can move at one of three speeds: slow speed, combat speed and fast speed. With a couple of exceptions vehicles can change their speed up or down by one band per turn, from slow to combat speed, for example. A vehicle's manoeuvrability is effected by the speed it is travelling at; at slow speed a vehicle may make any number of turns of any amount (in effect it can move freely in any direction, like a foot model), at combat speed it is limited to two turns of up to 45°, and at fast speed it can only make one 45° turn. Vehicles are also prone to going out of control, generally due to combat damage, and there are a number of special rules to resolve collisions when vehicles crash into other models or terrain features.

On the whole the vehicle rules work well and are logical and consistent. Problems arise, however, when a vehicle that is moving at fast speed is charged by a foot model, who then proceeds to hammer seven shades of **** out of the thing in the hand to hand combat phase. The player in

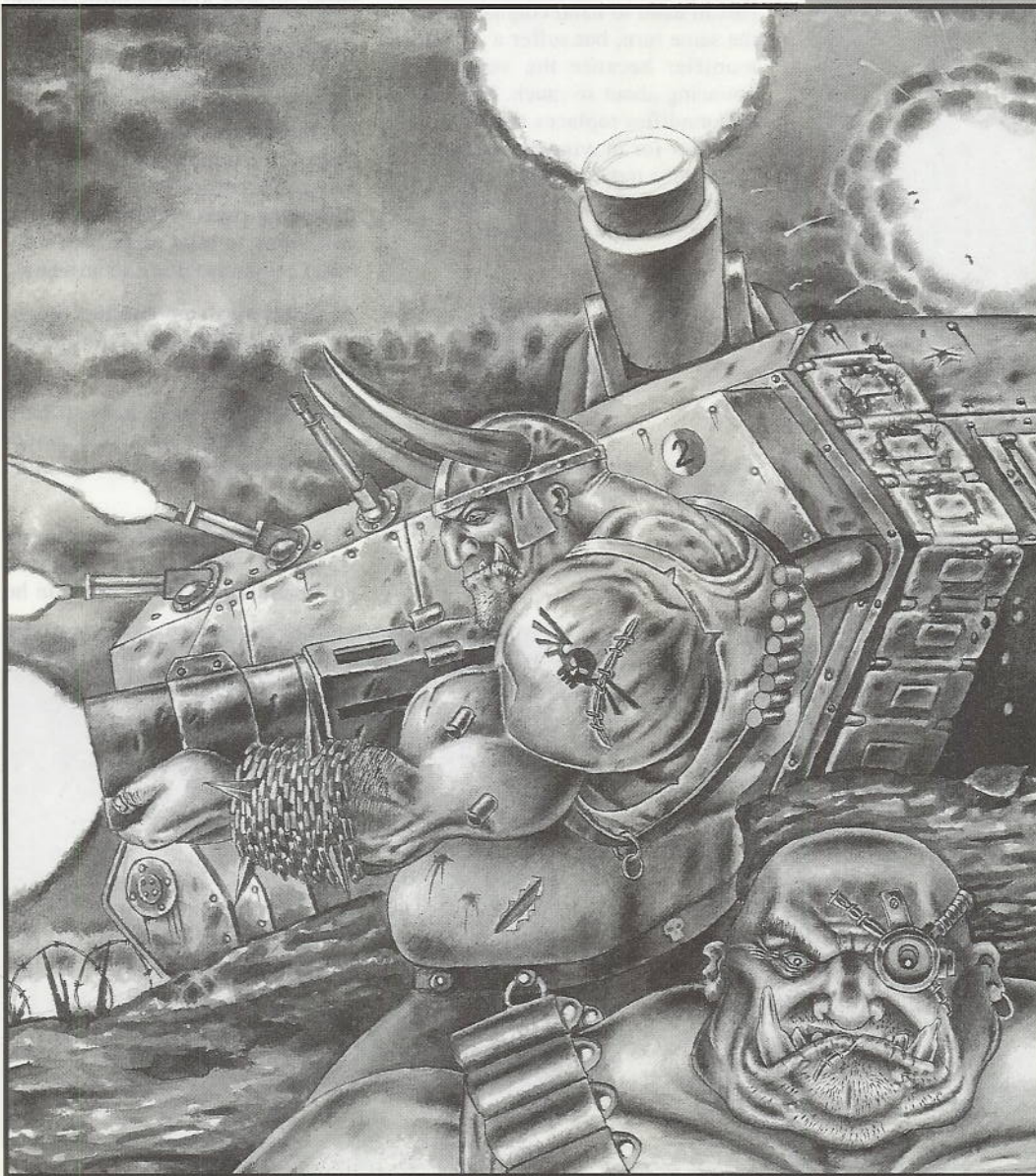
charge of the vehicle quite rightly feels a bit peeved by this, because in his minds eye the vehicle is roaring along at 60 mph and the foot model just wouldn't have the opportunity to damage it much before it had zoomed off! Interestingly one doesn't get the same feeling of frustration when, say, one's unit of Rough Riders gets charged in the opponents turn, even if they ran 16" in their own move and could equally easily brush aside a charging foot model. This is because the movement rules for normal models doesn't encourage one to perceive their movement as being part of a continuous process that has simply been held up for the opponent's turn to take place, while the rules for vehicles do encourage this perception.

Similar problems arise with the way that the ram and collision rules work, and in a number of other areas too. These problems mean that while the vehicle movement rules work perfectly well, they tend to create logical inconsistencies that can spoil the feel of the game. Over time I've become increasingly irritated by this, and it was actually this aspect of the Warhammer 40,000 rules that inspired me to write this series of articles. The following alternative vehicle movement rules are, therefore, based on the normal movement rules system. A few special rules still apply, for example to limit a vehicles manoeuvrability, but on the whole when using this system vehicles will hopefully appear to move about in a more logical and consistent manner.

"Peace is not in my vocabulary."

Attributed to Jarra Mordiker
Commander, 13th/3th Support Regiment
Mordian Iron Guard

Ogryns and Chimeraodon by John Wigley



"When uttering the incantation, mark well that the rod is upon and not within the intake. The second incantation should not be uttered until all the fumes have come forth, then the way shall be clear for the sacred words to penetrate unto the heart of the engine. If the mounting be hot say the third rune, if it be cold the fourth rune is more appropriate. For then the wrath of the engine will be aroused..."

From 'The book of Five Runes'

You can find a nice colourful version of the Turning Template on the inside back cover of this issue!

ALTERNATIVE VEHICLE MOVEMENT

When using the alternative movement rules vehicles have a movement characteristic, just like infantry. Vehicles are allowed to 'run' and 'charge' in the same way as a foot model (i.e. doubling their normal move), though you may prefer calling this moving 'flat out' as the term is far more appropriate!

You must declare if a vehicle will move flat out at the start of the turn, at the same time that you declare charges. A vehicle moving flat out may not fire any weapons controlled by the driver, as he must concentrate all of his attention on controlling the speeding vehicle. Other crew members are allowed to shoot weapons, as long as they don't take part in hand to hand combat during the same turn, but suffer a -1 to hit modifier because the vehicle is bouncing about so much. Note that this modifier replaces the -1 to hit modifier for moving at fast speed, but that the modifiers for shooting at targets that moved 10" or more in their previous turn still apply.



Vehicles are allowed to move in reverse, but do so at half speed. Vehicles may not move flat out in reverse.

Vehicles that move flat out and spend the entire move on a road may triple their normal move instead of only doubling it.

TURNING

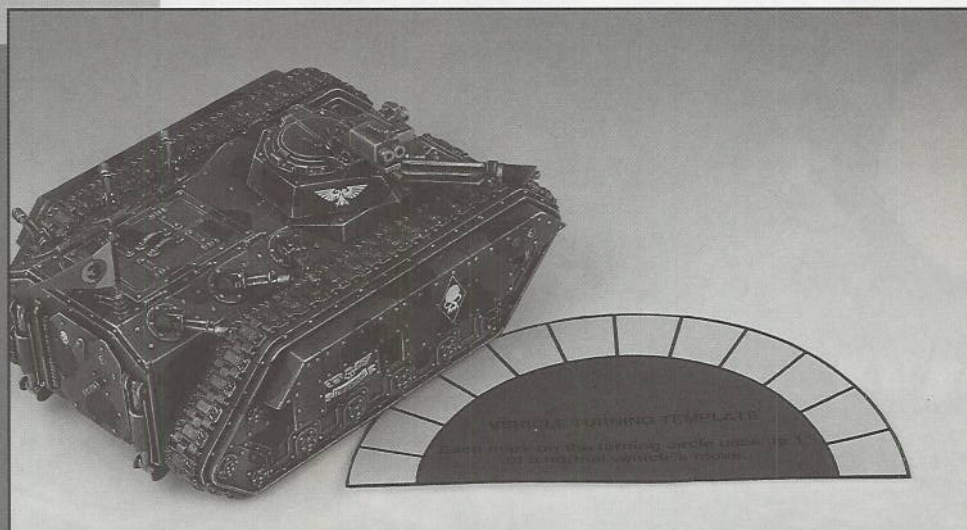
Vehicles are not generally allowed to turn on the spot like foot models can. Instead vehicles turn by wheeling round a special template, as shown in the diagram below. Each point moved round the template uses up 1" of the vehicles movement.

RAMS

Vehicles are often large and extremely heavy, and so it is understandable that players want to use them to run down or ram other models. The problem with writing rules for this kind of thing is that players tend to exploit them and start ramming things all over the place in a completely unrealistic manner - the suicide charge by the vehicle that has lost all its weapons is the most common example of this kind of thing. Therefore I've written the following rules to allow rams and collisions to take place, but only under certain specific circumstances.

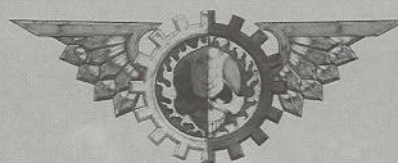
A model may ram another model only if all of the following cases apply:

1. It can move into base to base contact with the opposing model (obvious really, but it needs to be said).
2. It has one or more functioning weapons, or has an exposed crewmen armed with a weapon he



HIGHLY MANOEUVRABLE VEHICLES

Some vehicles are noted as being highly manoeuvrable. If you wish you may have a highly manoeuvrable vehicle make a tight turn. This allows the vehicle to spin round on the spot as if they were a foot model, but there is a chance that the vehicle will go out of control after it turns. Turn the vehicle and then roll a D6: If the vehicle was moving flat out it goes out of control on a roll of 1-3 and completes the turn safely on a roll of 4-6. If the vehicle was moving at normal speed it only goes out of control on a roll of 1 and completes the turn safely on a roll of 2-6. Assuming the vehicle turns safely it may carry on moving (as long as it has any movement left, of course). If the vehicle goes out of control it immediately makes an out of control move as described below.



MOVING OUT OF CONTROL

If a vehicle goes out of control you must immediately make an out of control move for it. Roll a D6: on a 1 or 2 the vehicle swerves 1D6" to the left round the turning template and then travels 2D6" straight ahead; on a roll of 3-4 it goes 3D6" straight ahead; and on a roll of 5-6 it swerves 1D6" to the right round the turning template and then travels 2D6" straight ahead. A swerving vehicle moves the appropriate number of inches round its standard turning template, exactly as it were making a normal turn. A vehicle that moves out of control and hits something will collide with it as described in the collision rules.

Des Hanley



can use this turn (this means that a vehicle that has lost all its weapons is not allowed to go on a ram raiding expedition!).

3. The moving model has a strength characteristic that is at least 3 points higher than the strength of the model it is going to ram (in order to stop people making suicide rams against much bigger opposing models).

In addition a model may always ram another if a) it crashes into it while it was out of control (in which case a ram has to take place), or b) it is driven by a character model (it being assumed that characters are brave/mad enough to carry out suicidal acts!). By the way, note that any model is allowed to ram using these rules, not just vehicle models - so if you want to trample an enemy with a Greater Daemon or your Avatar, well now you can!

When a ram takes place, hold up the moving model's move while the effects of the ram are worked out. Both models take a single automatic hit at the strength of the opposing model. The hit will cause a variable number of wounds depending on the speed that the moving model was travelling at, as shown on the table below. Saving throws are taken as normal, but there is a save modifier based on the strength of the opposing model which is also shown below.

Move Damage

Up to 12"	1
13" to 20"	D6
21" to 30"	D10
Over 30"	D20

For example, a Rhino (strength and toughness 7) is moving flat out (move rate 24") and smashes into a Space Marine (strength and toughness 4). The Rhino inflicts D10 wounds with a -2 save modifier on the Space Marine on a roll of 2+ (strength 7 vs toughness 4), and suffers D10 wounds itself on a roll of 6.

Strength Save Modifier

1 to 3	0
4-5	-1
6-7	-2
8-9	-3
10	-4

If both models involved in a collision survive, then the moving model must halt at the point where the collision took place, unless its strength is double or more that of the other model, in which case the other model is brushed aside and the moving model can carry on.

DODGING A MOVING VEHICLE

The non-moving model involved in a collision has the option of attempting to dodge out of the way. They must pass an initiative test to dodge (a roll of '6' always fails). If the model fails the test, go to the collision rules above. If the model passes the test it may immediately move 2". If this move gets it out of the path of the opposing model, then it is safe. If the move still leaves the model in the opposing model's path, then it is hit anyway.



John Blanche

COLLIDING WITH OBSTACLES

A model that moves into base to base contact with an obstacle may collide with it. Models on foot will never collide with terrain. Vehicles with tracks can cross over low obstacles (i.e. walls, logs, embankments) as long as they are not moving flat out, but under any other circumstances a vehicle that moves into base to base contact with an obstacle will collide with it.

Collisions with terrain are worked out in the same way as a collision between two models. Terrain has the following strength and toughness values. Terrain destroyed by a collision is removed or reduced to rubble, as appropriate.

Strength/Models Toughness

- | | |
|----|--|
| 3 | Light cover (hedges, fences etc.) |
| 5 | Wooden buildings |
| 6 | Hard cover (walls, boulders etc.) |
| 7 | Stone buildings |
| 8 | Concrete buildings |
| 10 | Fortifications (bunkers, strong points etc.) |

BOARDING AND LEAVING VEHICLES

Models may dismount from a vehicle at any point during its move. When a model dismounts it should simply be 'left behind' at some point along the vehicles path of movement.

Models may move on the turn they dismount, but their move is reduced by the proportion of the distance the vehicle had moved when they dismounted (e.g. if the vehicle had used up half its movement allowance when the model dismounted, then the model would count as having used up half its movement allowance as well). Models are allowed to charge on the turn that they dismount.

A model dismounting from a moving vehicle (Note: the vehicle will continue moving after the troops have dismounted) must pass an initiative test by rolling equal to or under its initiative on a D6 (6

always fails). If the test is failed the model suffers a 'collision' with the ground as it dismounts. The ground cannot, of course, be destroyed in the collision, but is treated as having a strength of 10 when working out the damage to the dismounting model.

Models may board a vehicle by simply reversing the procedure for dismounting (i.e. the foot models move to the vehicle, which can then moves off but loses a proportion of its move based on how far the foot models had moved).

TRANSPORT VEHICLES

A number of armies in Warhammer 40,000 have special transport vehicles which are used to move troops about. The most common examples are the Rhino and Chimera used by Space Marine and Imperial Guard armies respectively. Unfortunately players tend to forget that these vehicles will be needed to transport their passengers after the battle is finished, with the result that once any passengers are dropped off the transport vehicle usually ends up being used in a very gung-ho fashion which invariably ends up with them being reduced to a burning wreck! In order to try and put a lid on this kind of behaviour I've come up with the following rules to limit what you can do with a transport vehicle. For the time being the rules only apply to Rhino's, Chimera's and Battlewagons, but they should also apply to any other transport vehicles that come out in future or that I've forgotten to mention.



At the start of a battle a transport vehicle must be 'allocated' to a squad or unit of some type. The vehicle must attempt to remain with 6" of at least one member of the unit it has been allocated to at all times. If it ends up further than 6" away from a member of its unit it will attempt to rejoin them as soon as

possible and by the most direct route. If the unit it was transporting is destroyed then the vehicle will attempt to return to the armies 'motor pool' by exiting off its own table edge as quickly as possible.

Transport vehicles may be re-allocated to another unit by a character model that boards the vehicle in his movement phase and remains on board during the shooting and hand to hand combat phases. The re-allocated vehicle will then move off and join its new unit in the next friendly turn.

WALKERS, BIKES AND TRIKES

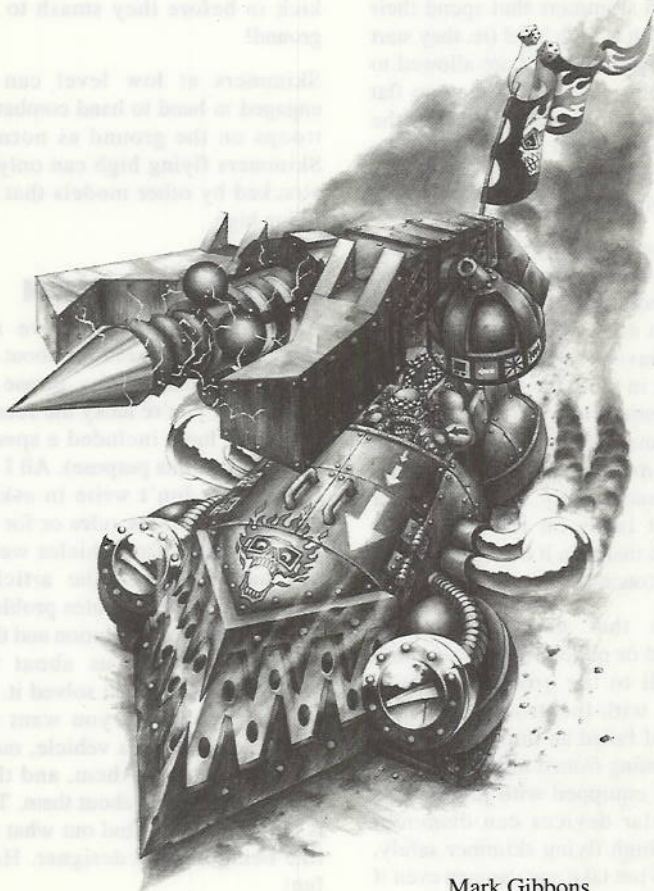
Walkers are simply vehicles with legs (i.e. Dreadnoughts, War Walkers and the like). They use the vehicle damage system but obey the normal movement rules. Hopefully you know what a bike or trike is. They are usually highly manoeuvrable which allows them to make tight turns, but apart from this no other special rules apply (i.e. no more skid turns or pass by attacks!).

SKIMMERS

Land speeders, Eldar jet bikes and other skimmers hover above the ground by using powerful gravitic jet motors - a highly advanced form of anti-gravity motor. Skimmers are so different from other types of vehicle, they need some rules all of their own.

A skimmer may move over terrain features without penalty as it can simply fly over them. Skimmers are allowed to halt and remain stationary - this is called hovering. A hovering skimmer may turn by any amount, and is allowed to pivot on the spot rather than wheel around.

Skimmers can either be at low level (or nap of earth) or high level. You can show a skimmer is at high level by placing it on a plastic cup or similar transparent stand. Skimmers are allowed to change level at the start and end of their turn, so a skimmer could 'pop up' at the start of the movement phase, attack from high level in the combat phase, and then drop back down again at the end of its turn.

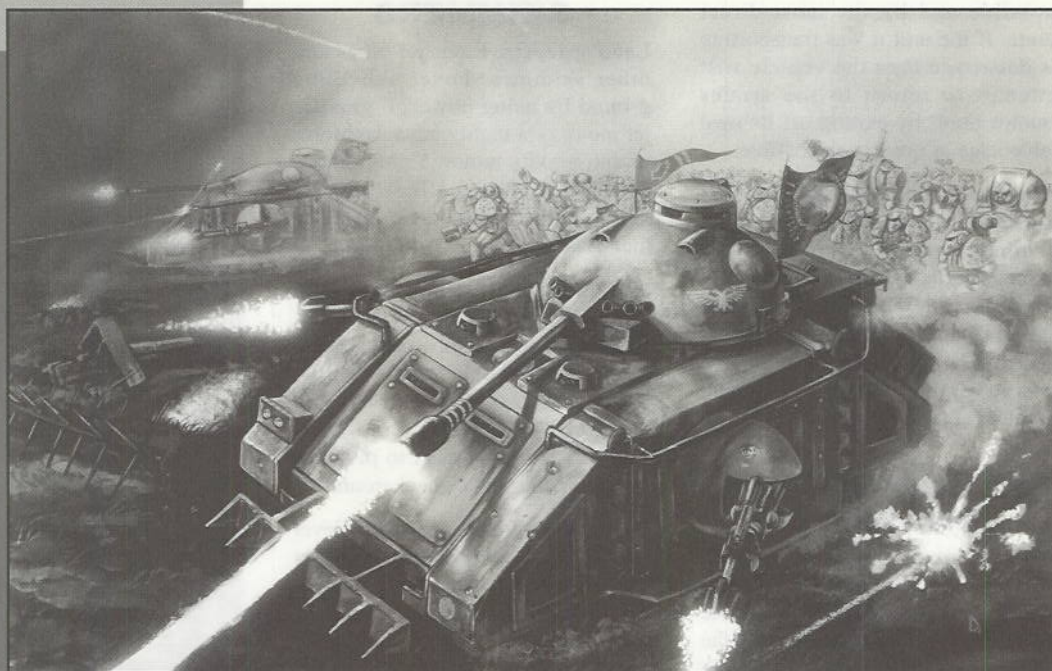


Mark Gibbons

Before I knew it we had stopped. "Firing positions. Ready." the Sergeant bellowed, six members of the squad climbed onto their seats and brought the side mounted lasguns to bear. We could all hear the repeating thud of the quad automatic cannons on the turret above us undoubtedly taking down waves of monsters at a time. The sergeant was looking through the main periscope, I wished that I could have been as cool as he was that day, while waiting for those beasts to come into range. I could feel the sweat trickle down my face and my helmet was making my scalp itch.

Suddenly a large explosion ripped through the side of the hull right opposite me and Harper's headless body fell away from the firing port. My face felt wet, and I knew that it wasn't more sweat. Before I knew what I was doing, I moved to his lasgun and while I checked it was in working order I looked through the guns view port. Hordes of ugly monstrous multi limbed aliens were heading straight towards us. All I could see were their hideous faces with eyes so evil and piercing that they made my heart feel like ice. The sounds of war that were so loud only seconds before seemed never to have existed, as those eyes drained all the worries and stress from me. I was ready to fall into the embrace of the creatures strange arms when I felt something firmly take me by my shoulder.

"Are you ready lad?" I looked around sharply and the Sergeant was standing behind me. It took me a second to reorientate myself and figure that he was asking if the gun was working and wasn't worried about me. I nodded an affirmative and turned back to the view port. The beast was gone but there were many more aliens in its place. How dare these abominations affect me like this. I knew that these monsters have destroyed many worlds and they need to be stopped. My eyes narrowed and soon enough I was adding to the carnage.



'With the blood of an enemy shall the marks be made upon the missile. Then bless the missile and presenst unto the mounting. Say the prayer of firing and curse the target. Do this rapidly lest the wrath of the weapon be wasted. Point the eye of the weapon so that it may see the object of its wrath. When the weapon has uttered its curse and eaten the soul of its victim, then shall you take up the next missile...'

Firing Rite' (old recension)

Skimmers at high level are assumed to be 12" above table and can trace a line of sight accordingly. This will often allow them to target an enemy that is behind an obstacle and who could not normally be seen. In addition skimmers that spend their entire turn at high level (ie. they start and end at high level) are allowed to triple their move when they go flat out, instead of only doubling the move. Remember to add 12" to the range when you shoot to or from a high flying skimmer.

Skimmers that go out of control always crash, coming down 2D6" away from their starting point in a random direction. Skimmers that crash have a 'collision' with the ground, in the same way as a model dismounting from a moving vehicle (see above). If the skimmer crashes onto something rather than hitting the ground directly, then it rams the thing it lands on first, and if it survives that then it collides with the ground (ouch!).

Models that dismount or are knocked or pulled from a skimmer will fall to the ground, and will collide with the ground just as if they had failed an initiative test for dismounting from a moving vehicle. Models equipped with jump packs or similar devices can dismount from a high flying skimmer safely, and will not take any damage even if

the skimmer was moving at flat out. Note that models equipped with jump packs cannot dismount safely from vehicles that are move either on the ground or at nap of earth, as there isn't time for the jump pack to kick in before they smash to the ground!

Skimmers at low level can be engaged in hand to hand combat by troops on the ground as normal. Skimmers flying high can only be attacked by other models that are flying high.

CONCLUSION

And that's that. If you've any comments or suggestions about the alternative vehicle rules, please get in touch (if you're lucky the Journal guys will have included a special form for just this purpose). All I ask is that you don't write in asking questions about the rules or for the characteristics for vehicles we've not included with the articles. Instead, if you hit a rules problem, work out your own solution and then write in and tell us about the problem and how you solved it. By the same token, if you want the characteristics for a vehicle, make them up, playtest them, and then write in and tell us about them. This is your chance to find out what it's like being a game designer. Have fun!

ADEPTUS MECHANICUS

ASSESSMENT NO. :	681/98
INCEPTION CODE:	LJ/74
ASSESSMENT DATE:	995 M41
UNDER TEST:	WARHAMMER 40,000 VEHICLE RULES
CODE NAME:	ADAPTING THE MECHANIC STUFF
REPORT TO:	ADAPTING THE MECHANIC STUFF, JOURNAL BUNKER, GAMES WORKSHOP, HOWARD HOUSE, 16 CASTLE BOULEVARD, NOTTINGHAM, NG7 1FL



Now hopefully now you have read both of Jervis Johnson's articles and you may be thinking about having a go at trying out the new Warhammer 40,000 vehicle system. If you are, then you could do us a really big favour and tell us what you thought of them, if there was anything in particular you liked or anything that you felt was just plain awful. You can be completely honest in your answers because it all helps us in knowing what YOU, the gamers think, after all, its bound to be you or people like you who would buy whatever rulebooks comes out of this any way!

Now after reading the second part of the vehicle rules and after you have had time to try them out, we shall put all of your responses together and pick one out at random. This lucky person will win a special tour of the Design Studio where you can meet the design team and even possibly play a game here yourself!

NAME:

ADDRESS:

TELEPHONE NUMBER:

COMMENTS:

If this is not enough space for your answers then please write on another sheet of paper

BLANCHITSU II

By Dave Perry

Once upon a time, many moons ago - Oops that was last issue wasn't it!... Anyway, it's that time once again, when I venture to bring illumination to those dark and treacherous painting desks which lurk in every corner of the Galaxy.

Before we continue with all the Black undercoat stuff I'd like to say, "Hope you enjoyed the last article." If you did then great, if not, please bear with me I only leant to read and write a week last Tuesday (You think I jest... Ha!). Thanks to all of you who have written in with ideas and comments. Some very twisted minds are at loose out there beyond the walls of the design studio, indeed heresy abounds. For instance Mr. Richard Eaton of Nuneaton tells me that every time his army General slays an opponent it becomes decoration for his Generals base. Thus his army General stands on a pile of dead miniatures. Richard fully converts these 'dead and dying' and adds plenty of blood and gore for added realism! Oh well each to his own.

I hope you enjoyed seeing the 'Eavy metal team at Games Day. If you managed to get a coherent sentence from any of us then well done. If you didn't... its probably for the best. That's enough Babbling for now on with the show etc. etc.



PAINT IT BLACK PART II: THE HIGHLIGHTING:

Once you have finished adding shading into the recesses of your miniature you should already have a pleasing result, providing the paint is not too thick and you have been as neat as possible the figure should be coming to life. However it's probably very dark (however some people find this OK. It's just a question of personal taste). Now is the time to bring some light to your miniature. This simply means painting on a lighter colour in the places that light catches or reflects on in real life, ie. raised folds of cloth, sword edges, peoples fore heads and noses. Highlighting will really bring your miniature to life, and help to clean up and brighten your finished figure. Simply add white or yellow to the base colour (to achieve a lighter tone of the same colour). Carefully apply these highlights to the raised areas of your miniature getting towards the most raised areas etc. The black under coat shouldn't affect the highlights so this stage should be straight forward.

DETAILS

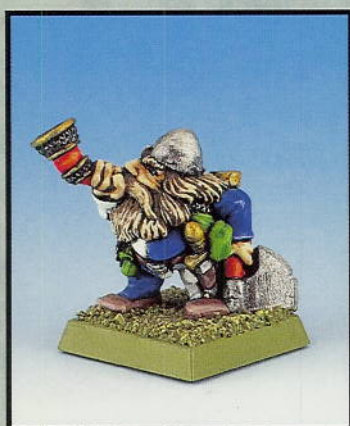
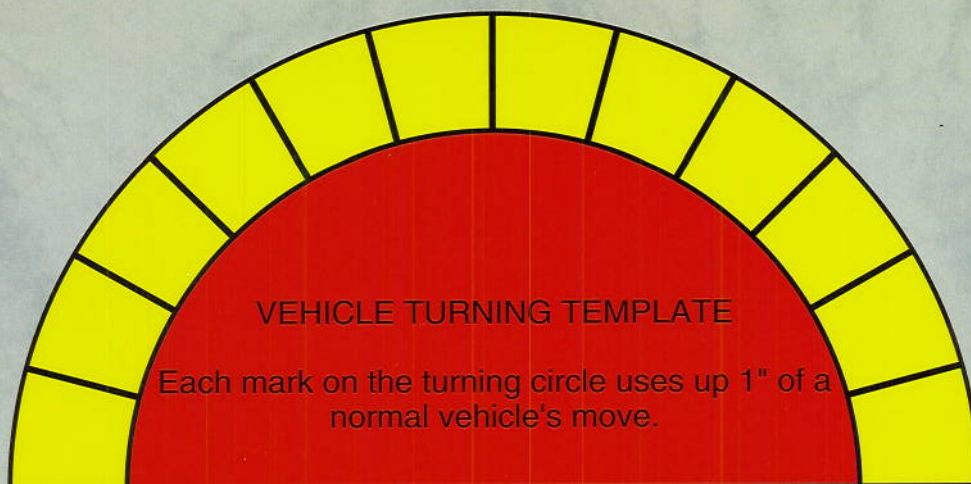
Finally you need to detail your miniature. Painting pouches, knives, gems and adding any insignia to uniforms. Paint these as you would anything else, but leave a black key line around them to make them stand out from the rest of the miniature. Gems and other brightly coloured item may need to be painted white first. It's worth noting that some painters leave small detail ie. belts, pouches etc. black as they don't really show up on the games table anyway. But if your'e painting character models or a display piece you should definitely paint these details in. Remember to paint the eyes in as this really brings your miniature to life.

Well, that's about it really. With a bit of practice you should soon master painting in this way. Thus enabling you to paint your army units very quickly but still a good standard. Remember that you can also paint display miniatures over black undercoat, but they require more care. Painting is meant to be fun, so just relax and get on with it and your collection will be the envy of all your friends.

Special mention goes to Richard Gunson and Stewart Willis for providing some excellent miniatures from their empire army. These were all painted over a black undercoat and look great. The Empire General is a classic conversion and adds lots of individuality to an army, as you may have noticed the pistoliers are very different to the normal colour schemes that we give them but yet again they look great.

See Ya,

Dave



**DWARF
HORNBLOWER**

This Dwarf clearly demonstrates that a clean bright finish can be achieved over a black undercoat. Whereas the Reiksgaurd standard bearer and crewman show very earthy, dark colour schemes. Remember that areas of red need a white undercoat in order to get a clean finish.



**EMPIRE
SWORDSMAN**



**REIKSGUARD STANDARD BEARER BY
STUART WILLIS**



**EMPIRE CANNON
CREWMAN
BY DAVE PERRY**



DAVE PERRY

This issue has a distinctly imperial feel, but why not. Such splendid miniatures deserve to be seen.

All of these were painted over a black undercoat. The White Wolf and Knights Panther are both very medieval and ornate looking, they were easily painted over black. Careful painting was required to achieve the gold banding on the Knights Panther. The shield design and bright plumage really stand out from the black armour giving a very striking appearance.

Richard Gunson from our London Plaza store has given his pistolier an Estalia swordsmans head, this works very well. These figures clearly show Richard and Stuarts ability to create stunning army pieces and display models.

The Imperial hero by Richard is a wonderful example of a well modelled conversion. By adding a Halberdier champion to a Reiksguards legs Richard has created an imposing and obviously well hard general. The colour scheme is simple yet well rendered giving a wonderful finish.



KNIGHT OF THE WHITE WOLF



IMPERIAL GENERAL ON BARDED WARHORSE



EMPIRE PISTOLIERS BY STUART WILLIS AND RICHARD GUNSON



A KNIGHTS PANTHER BY DAVE PERRY